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AMIGA FORMAT

£4.50 ■ DECEMBER 1995 ■ ISSUE 78

New Order

Just who are the new suits at Amiga Technologies? How can they resurrect the Amiga? Full report p19

Snap Maps



Enhance your 3D rendering software with some professional texture maps. PLUS, many more utilities for all Amigas

BlitzBombers



Blow up your friends in a frenzy of bombs, bombs and more bombs. Fast, frenetic fun for all the family

Alien Breed 3D

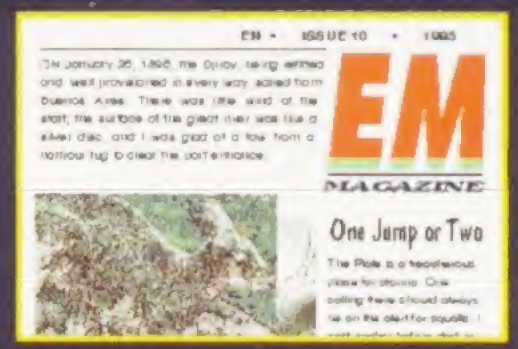
Best Doom-clone yet. In-depth review p49



Impact Snap Maps



Final Writer



Virtual Karting



Coala



Imagine 3.3

Beating LightWave 4 to the shops, have Impulse got it right this time? p94

floppy drives



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The Super XL Drive allows you to store 3.5MB on a high density disk.

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MEMORY REQUIRES 30-PIN SIMMS

floppy expander

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*EPSON SCANNERS DIFFER FROM ONE SHOWN

amiga 4000

a4000 tower

new



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..... award winning amiga peripheral manufacturers



gvp products

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- 4MB GVP ADD ... **£159**

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NOT COMPATIBLE WITH GVP HARD DRIVE

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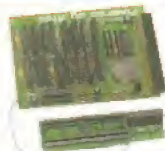


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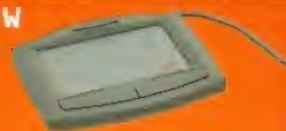
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THE A1200**

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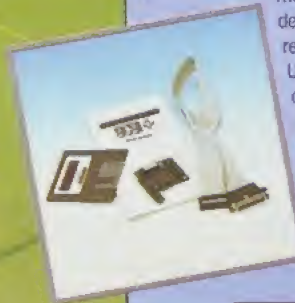
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AMIGA FORMAT

ISSUE 78 ■ DECEMBER 1995

AMIGA NEWS



A major High Street force, Tandy could help Amiga Technologies sales predictions come true.

130 Tandy retail outlets will stock the new Amiga bundles. Find out more on... p12

MAIN FEATURE



New Order

Who's who, what's what and where does it all take place? We give you an 'Amiga Technologies Around the World' map, marked with everything you need to know. **p19**

SERIOUSLY AMIGA

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The trouble with modems is that they usually come with PC software. The Harmony comes with everything you need.	
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Can it be true, a spreadsheet with enough features to challenge the might of the PC programs?	
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SCREEN PLAY

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Alien Breed 3D p49

The closest any game has yet come in the quest to be known as best Doom-clone on the Amiga.

Every new Amiga game reviewed and rated!



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Blitz: Bombers from Leading Edge and Leading Lap from Black Legend are given an inimitable McGill once-over.

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LEFT: Coala
Take part in a virtual battlefield with a life of its own and kill the enemy.
RIGHT: Virtual Karting
Race around three tight tracks in this karting racing simulation.

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**Coverdisk A:
Snap Maps p140**

Sample the delights of creating complicated, or hard-to-model 3D objects in your favourite rendering package, by simply applying image files to simple objects. Plus, these great PD programs: *Text Engine 5*, *MiniMorph* and the *Absolute Beginners' Guide to Workbench 3*.



**Coverdisk B:
Blitz Bombers p138**

Explosive fun to be engaged in and discovered in this our exclusive sneak preview of what promises to be the best *Bomberman*-clone on any platform ever. Don't worry if you don't have an AGA machine, *Master Blaster's* here too.



**THE NEED
FOR SPEED
p33**

An accelerator can make the difference between enjoying a game and finding it irritating. We continue our series on game enhancement.



**Media Vision
CD-drive p97**

It's portable, it's flash, but is it any good? We give this new, portable CD-drive a run for its money.



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This Month In View

Nick Veitch is amazed at the quality of Team 17's new game and astounded at all the excellent new Amiga stuff in this issue.

AMIGA FORMAT 78 DECEMBER 1995

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I am astounded, shocked, flabbergasted and quite surprised by just how good Team 17's *Alien Breed 3D* is. More than the other *Doom* clones, this is a terrific all-encompassing gaming experience - you simply must buy it.

Why is it then that we have to wait until now to give you the full review? Well, as in the best rice operas, the answer you seek lies in the question. If you read the review you will see some screenshots are quite unlike those that have featured in other "reviews" of this game. The reason is, of course, that we waited until the game was complete before we reviewed it. Makes you wonder how some people come up with their scores doesn't it?

Breed is good, very good, and it shows just what can be done with a simple A1200. Wouldn't games be much better if they were written specifically to use a base standard of an 030 card though? This is just the premise that our own Steve McGill takes down a dark alley and rigorously investigates on page 33 of this very issue.

As well as *Alien Breed* (p49) we also have the rather intriguing *Virtual Karting*. The technical competence of this title is amazing, it

ably demonstrates the abilities of the AGA machine, but the gameplay is a bit suspect. Make up your own mind after reading the review on page 58.

We are almost swamped by Softwood products this issue too, with new versions of *Final Writer* and *Final Data*, and the amazing *Final Calc* given the once over. As those who have been reading *AF* for some time will know, we exclusively previewed *Final Calc* just before last Christmas and were very excited to see it's release. If anything the final version is 10 times better than we had hoped - catch the full details on page 90.

There is also a rather astounding CD-ROM drive in the serious section this month. Not only is it stylish and eminently portable, it's damn fast too. Although it is just a dual-speed drive, it gives a sustained transfer speed better than that found on many triple-speeds and even some quads. Astounding. And it comes with a cute little carrying case, as you can see for yourself on page 97.

I can't stay here blathering all day - I have to sort out next month's issue, and what a tremendous one it will be - competitions, buyer's guides, a review of the year, a look at things to come - and you lucky devils don't have to do any of the hard work either! ☺





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As significant as the printing press

The all new, all singing, all dancing, Labour Party have woken up to the power and necessity of the Net to an information-based economy. Shadow Heritage Secretary Chris Smith demonstrated the Net in action to Labour Party delegates at their recent conference and concluded that, properly used, the Net was as significant as the printing press.

Rumour has it that they came to this conclusion after accessing *Amiga Format's* home page on FutureNet.

AMIGA FORMAT news

Tandy take plunge with Amiga



Tandy will stock the Amiga in 130 of their stores nationwide, which will surely help to shift the 60,000 Amigas targeted for the UK off the shelves. Thanks to Tandy at The Mall, Bath for the above photos.

A retailing coup for Amiga Technologies will see the placement of the new Amiga Magic packs in 130 Tandy stores placed strategically throughout the UK. Store managers warmly received the news at their recent convention.

In a direct supply deal independent of officially appointed distributors, SDL and Leisuresoft, Tandy have hinted that they are prepared to expand on the number of stores committed to carrying the bundle if initial sales

prove promising. Store managers received

Tandy has 341 High Street outlets in total and a sales force with a higher computer literacy than average High Street stores are capable of offering. Coupled with its own dealer network, the Tandy deal could provide Amiga Technologies with a much-needed boost for their 60,000 Christmas sales target.

Margins on the units sold to Tandy have been closely guarded, fuelling speculation that significant discounting could go on in



Silica are selling the Amiga Magic bundle with an extra four games - at the same price!

the run up to Christmas. That this will be in the interest of potential purchasers is beyond doubt.

Complementing the Tandy deal, SDL were pleased to reveal the commitment of over 200 of their retailers to carry Amiga Magic stock. The first shipment of Amigas from the Solectron factory in France has already sold out, and dealers are clamouring for more. The continuing and strong interest in the machine has amazed everyone in the industry.

There may be some problems with the HD version of the bundle though, as this includes a version of Scala which requires more than the standard 2Mb of RAM to run - something not stated on the pack.

An official statement on the matter hasn't been made yet, but Amiga Technologies are considering the problem.

Silica A1200 bumper bundle

The A1200 Magic pack may contain some stunningly good serious software, but it seems that Silica are not content, because they are going to be supplying even more software with it.

As printed in the news pages of *Amiga Format* last issue, the Amiga Magic pack contains *Digital Organiser*, *DataStore 1.1*, *Wordworth 4SE*, *TurboCalc V3.5*, *Personal Paint 6.4*, *Photogenics 1.1A* as well as the two games, *Pinball Mania* and *Whizz*.

In an attempt to give this pack a much-needed

games boost Silica will, in addition, be supplying the *Chaos* pack which includes the following games; *Chaos Engine*, *Syndicate*, *Pinball Fantasies* and *Nick Faldo Championship Golf*.

The pack will still cost £399 and it can be obtained from Silica on 0181 309 1111 or from most local Debenhams stores.

The company will also be among the first to stock the Virtual Reality i-glasses at a price of £599 and they will also have an upgrade offer that will include options such as headtracking.

Amiga games outshine PC

The all-formats computer game chart this month has 14 titles out of the top 20 listed for the Amiga. The others consist of PC, and PC CD-ROM titles. No Mac titles actually sell in large enough numbers to merit an entry into the top 20.

Food for thought when Spec Communications pilot their new Wireplay On-Line gaming system.

- Tandy will stock the new Amiga Magic pack in stores throughout the UK. p12
- Will Wireplay revolutionise Amiga gaming? . p13
- Win a Digita Family software pack p15

Amiga games on-line by June?



Imagine playing *Fears*, *Doom*, or *Coala* on-line, where everything you came across was another person. Tops!

Wireplay, the new on-line gaming system backed by British Telecom and implemented by Spec Communications will be piloted in January 1996 and become accessible to the public in June of the same year.

The service can cater for up to 512 players playing in the same game at the same time. BT have created software, which they plan to distribute freely, which will work with any game with a network, null-modem, or modem option. This could lead to the rejuvenation of old titles as gamers become aware of the extra dimension that multi-player games open up.

The software works by creating a Matchmaker and Client relationship between BT's server and the user's computer. The Matchmaker acts as an intelligent noticeboard, searching through all other log-ons to match up potential opponents and team mates.

Empire Interactive, potentially planning to open negotiations with Spec Communications, have shown interest in the system concerning new

helicopter-based battlefield sim *Coala* (full review on page 44).

That this could revolutionise Amiga gaming, as we know it, is beyond doubt. The question still remaining to be answered by BT and Spec is, do they have the will to carry it out?

At the time of going to press, the conception of creating Amiga game-compatible Client software was still to be made. Andrew Deurkin of Spec Communications admitted that the PC Client software was already in the process of conversion to allow Apple Mac gamers to join in with the system. He further added that there was no reason why it couldn't be done for the Amiga too.

When it was pointed out that the Amiga had a larger percentage of active gamers than the Mac; gamers who were willing to play on-line games Andrew became more receptive, "We'll discuss this", he said.

With Amiga Technologies keen to promote on-line services through the set top box, next year may be the most exciting yet seen for the Amiga.

"PC software is crap"

The curious headline above appeared in *CTW*, the indispensable weekly for the computer industry.

The story concerned a recent report by the Consumers Association berating software suppliers and retailers for selling bug-riddled packages advertising features that weren't there or didn't work, and failing to provide satisfactory recompense for genuine consumer distress.

The report was reinforced by the comments of Richard Wentke author of the *Which? Guide To Computers*, "If washing machines, cars, and video recorders went on to the market with the same problems, the public outcry would be deafening," he said.

The most damning aspect of the report however, was that technically non-literate sales staff in shops were giving consumers poor advice, or information which was often just plain wrong.

The Consumers Association is actively encouraging consumers to take legal action when the service they receive falls below the minimum standards required by law. If this isn't being done they are concerned that the situation may lead to the rapid discredit of the industry as a whole.

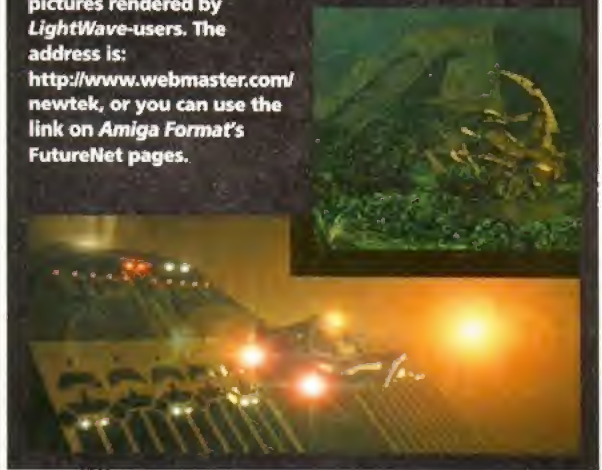
NEWTEK GO ON-LINE AS LIGHTWAVE 4 IS RELEASED

Newtek, the makers of the renowned *LightWave 3D* rendering system, have just finished work on *LightWave 4*. Although this release has been postponed by several months, the program should be available by the time you read this and we hope to have a review in our next issue.

Amongst other things, *LightWave 4* will address one of version 3.5's main failings - a lack of inverse kinematics support. This feature enables you to create objects that are linked to each in such a way that they move as if connected. Objects that are linked through inverse kinematics react to each others movements and are ideal for creating realistic moving humanoids or machinery.

NewTek's Website contains details of their products, including *LightWave* of course, as well as downloadable files including software updates and a gallery of example pictures rendered by *LightWave*-users. The address is:

<http://www.webmaster.com/newtek>, or you can use the link on *Amiga Format's* FutureNet pages.



"They managed to instill a good surge of confidence in a market that was desperate for good news."

- Martyn Brown of Team 17 discusses what has impressed him most about Amiga Technologies.

AMIGA TECH. PAGE 20



The Smith Column



So, the PlayStation has had all the hype, but in its own quiet little way the Amiga has sold out in its first re-foray into the shops. This seems to have missed the media's attention. Now why should that be?

Is it because, unlike the undoubtedly brilliant (yeah, flame me, I can take it!) PlayStation, the

Amiga is actually a computer? It seems, according to the mass media, that the only computers that exist any more are the kind that run Mac89, sorry Windows 95, complete with Rolling Stone tunes and pseudo 32-bit code.

So, in a fit of bad luck we find ourselves as Amiga amigos confronted on the one side by the cash of Microsoft and, on the other, by the awesome product placement of Sony. This confluence of events could lead the more *X-File* aware of us to start twitching. Maybe there's a conspiracy afoot to ensure that independent manufacturers of things computeresque are kept in abeyance, thus ensuring a kind of droid-like conformity. But, then again, people like to believe that Spooky Mulder really did have a sister who was abducted by aliens.

No, sadly, the reality is far less glamorous. Much in the same way as Spooky's sister actually fell down a hole dug for a well, the Amiga's recent history is one of incompetence and avarice, rather than the mega corps gangling up to force a dominating force.

The news that it has sold so well in its packs is the first chink of light that we've seen. And what it means in a real

When was the last time you heard a bunch of Ferrari owners declaiming that their motor of choice is "better than your Allegro"? You haven't, that's when.

sense is that the retailers (the people who really matter to Escom at the moment) have a chance of getting behind it. The PlayStation is not offering the margins that most retailers - specifically Dixons - are looking for in brown goods. The high price of the Amiga means that the retailers can look forward to a good marginal Christmas. And if you can keep retail happy, you can expect to do well with the consumers and this is never more important than in the run-up to Christmas.

Leaving retail aside for a moment, the big point here is word of mouth. At the moment there is a large amount of winging or defensive aggression being bandied about. This takes the shape of "my Amiga is better than your PC" arguments. Now this is all well and good, but when was the last time you heard a bunch of Ferrari owners declaiming that their motor of choice is "better than your Allegro"? You haven't, that's when. I think it's about time Amiga users started to become a little bit smug about what they've got.

All this defensive bickering smacks of a major inferiority complex and this just isn't true of someone who owns an Amiga. It's time for Amiga users to start talking to people who don't own computers at all and saying: "Look, it's easy. I don't use that Windows 95 stuff, because I don't need to. I'm not going to go on for hours about how all of a

Contact Tim Smith on gashead@cix.compulink.co.uk and gashead@team17.com

The opinions expressed here are only sometimes those of *Amiga Format*.

Squirrel hits the Net

To compensate for the inadequate serial port standard on the Amiga, the next generation of Squirrel interfaces will include a new high speed serial device. HiSoft claim that this will be able to work at speeds of up to 300,000 bits per second, more than adequate for the new generation of high speed modems being launched.

As well as faster connection speeds, the unit could also provide a viable local networking solution. Previous serial network solutions for the Amiga have been unsuccessful mainly because of the data transfer rate, something that the new Squirrel should be able to remedy, and the reason it has been given the name "Surf Squirrel".

The SCSI interface of the Squirrel also takes advantage of more advanced interface circuitry, which should give

The Squirrel Page

With things like mouse, keyboard, CD-ROM, and Internet all available on them, it's hard to find anything about Squirrel in the net. (The basic, then, the network, the interface, the hardware, the software, the... Please contact us.) This page is an attempt to collect related to Squirrel and AmigaGuide, about Squirrel, and for those who are interested in the development of Squirrel. It's not a complete report, but it's a start. We'll be adding it as we find more about Squirrel.

Articles about Squirrel:

- [Squirrel: A new high speed serial device](#)
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A totally unconnected picture of the WWW Squirrel page. About the furry ones.

3Mb/s sustained transfer rates for SCSI drives. This will allow A1200 owners to make more use of faster SCSI devices.

An upgrade path for existing Squirrel owners is planned, and this should include owners of OEMed Squirrel interfaces, such as the ones supplied with Power Computing CDs.

For further details contact HiSoft on 01525718181

Snap them up!

If you've used the six Snap Maps on this month's serious Coverdisk, you'll no doubt be pleased with the results you got and be eager for more. As a reader of *Amiga Format* it is your privilege to be party to a special offer.

Everyone who has this month's Coverdisk can obtain the full versions of the Fields & Foliage and Building Materials & Fabrics collections for either \$100 (£65) each or \$185 (£120) for both. To get your copy, call Anti Gravity Products on 001 310 393 6650.



The Building Materials and Fabric Collection Snap Maps. A bargain for AF readers.

...our last and best hope...

It may not be as popular as *Star Trek*, but it's catching up fast - I am talking about *Babylon 5*. Now comes the *Ultimate Guide To Babylon 5*, a monthly, disk-based guide to this popular TV series. The disk will contain the *Guide* in AmigaGuide format, pictures, 3D objects, video and book reviews and special features.

Each issue costs £2.50 and there is currently a special offer of £25 for a 12-month subscription or £14 on a 6-month basis. The first issue is available at the end of October and you can get a copy by sending a cheque payable to A Markwell to; 83 Canterbury Ave, Hadrian Park, Tyne & Wear NE28 9QQ.

Errata

Last month in the information panel of our *Super Street Fighter II* CD³² review, we stated that the publisher of the game was Gametek. This was a mistake. The publisher is in fact US Gold. We apologise for any inconvenience caused.

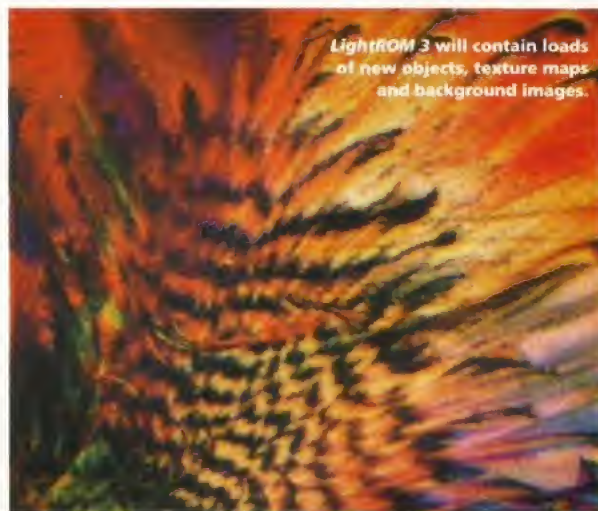
Fearsome mistake

In our review of *Fears* in issue 76, we gave it a stonkingly good overall verdict of 92 per cent, but the sub-scores were all wrong. They were meant to be 9/10 for graphics, 9/10 for sound, 9/10 for addiction and 8/10 for playability.

Let there be light

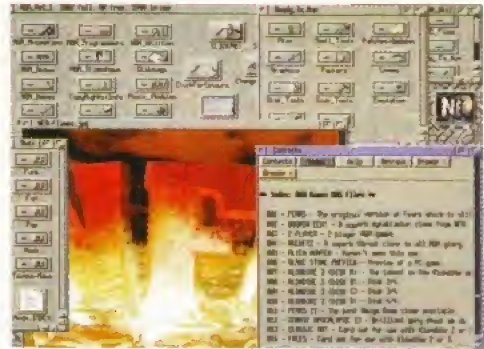
The amazingly popular 3D CD-ROM *LightROM* is nearing completion and should be available in Europe from this November. It will be available from Blittersoft and sounds like quite a bargain because it will include three CD-ROMs for only £39.95.

LightROM 3 will contain both the first and second volumes, plus a brand new disc called *DEM ROM*. This disc contains over 1,000 DEMs (Digital Elevation Maps) which can be used with most 3D landscape generators, or even converted for use with most 3D rendering programs. This means you get all the great objects from the first discs and loads of landscapes to render them against or over. Blittersoft are also dropping the price of their A4000/40 accelerator, the Doubler, by £100 from £399.95 to only £299.95. This board



doubles the speed of your A4000 from the standard 25MHz to 50MHz. So if you want to give your rendering added oomph, call Blittersoft on 01908 261466 to find out more about these two products.

The AGA Experience



Here's the AGA Experience in action.

The world's first AGA-only CD-ROM has arrived. The *AGA Experience* is a CD full of goodies for owners of AGA machines and is therefore able to take full advantage of the A1200 and A4000's abilities.

To make using this CD-ROM easier, most of the programs are ready to run. To make things more attractive, the CD uses the popular Magic Workbench system. It will also have an easy-to-follow guide to help you find what you're looking for. The disc will contain a range of PD including Workbench 3 utilities, AGA games, slideshows, demos, diskmags, music modules, text files, 3D objects, fonts and some exclusive NFA products.

To find out more call Sadeness PD on 01263 722169 or E-mail them at: richard_brown@metnet.demon.co.uk

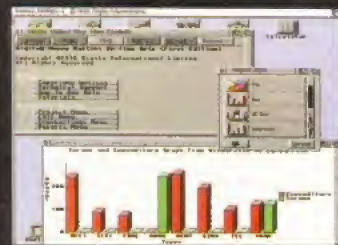
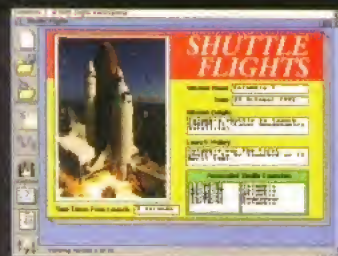
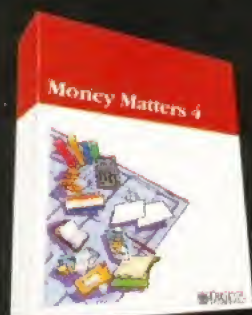
The Digita Family Compo



Digita is celebrating the launch of a completely new family of products: *Datastore 2*, *Organiser 2*, *Money Matters 4*, *TurboCalc 3.5* and *Personal Paint 6.4*.

We have £500 worth of this brand new software which could be yours! Just answer these simple family questions and send your answers in, on a postcard, to *Amiga Format* at our usual address.

- What is the name of the uncle in the *Addams Family*?
- At which home does the British Royal Family spend Christmas?
- What is the name of the Flintstones' family pet?
- What is the surname of a family made famous by the film *The Sound Of Music*?
- What is the name of the Simpson family's cheeky son?



Prizes
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The Bradford Column



Since the takeover, we in the Amiga community have been dancing naked around fires in jubilation for the last few months. It's alright. Baby's coming back. And this time supported by a massive (and massively successful)

company who threw shitloads of money at their previous venture (is there anyone who hasn't had a 'Man From Escom' brochure stuffed through their letterbox?).

At last, we chanted through mouthfuls of mead, 'they' will see. 'They' will hear. 'They' will know. 'They' being, of course, the computer illiterates who actually buy most home computers - mums and dads. No longer will they be fed a relentless stream of misinformation based around the false premise that a computer is an IBM compatible, with appalling manners and a tendency to lock the user out at the slightest configuration change. This time everything will be sweeter.

Or will it? How are 'they' going to discover not only that the Amiga is back, but that it even exists? Television advertising? Sorry. Blanket leaflet drops? I don't think so. Glossy flyers dropping out of their Sunday colour supplements? Afraid not. Specialist press off-the-page advertising? Some.

Oh dear. No wonder some of us are starting to get

'They' being, of course, the computer illiterates who actually buy most home computers - mums and dads

dressed and collect up our Kinks albums in a rather sheepish fashion. OK, there may well be perfectly justifiable reasons why Escom are reluctant to push the boat out completely - after all, buying Commodore was not a cheap date and restarting production so soon (in manufacturing terms) couldn't have been easy - but if not this Christmas, when?

For obvious reasons, the Autumn period has always been when Amigas sold in volume, with steady figures throughout the year supporting it. So are we to assume that the big push will not be until this time next year? It would make little financial sense to do it 'out of season', i.e. during the early part of the year. Worse still, what if the big push doesn't appear at all?

Of course, the management may simply be keeping their hands in their pockets until they launch a new, enhanced, all-singing, all-dancing, all-spinning plates Amiga sometime next year. It would be nice to think so.

It would be even nicer to think that, even now, there are programmers slaving over hot code in darkened rooms, writing the equivalents of *Robot Juggler 96* to take advantage of the enhancements and make 'them' do a double-take when they see it running in shop windows.

Then we really will have a party...

Contact Dale Bradford by fax on 01633 896087.

The opinions expressed in the "Bradford" Column are those of a Welshman, not necessarily those of *Amiga Format*.

Hisoft lead with standalone MPEG



Watch major films like *Top Gun* in digital clarity with a standalone MPEG player.

Amiga developers HiSoft, best known for their programming languages and the excellent Squirrel SCSI interface, are working on a device which will allow anyone with a CD ROM drive to watch their favourite movies from CD.

Current Video CD technology relies on a system of compression known as

MPEG (Motion Picture Experts Group) which allows all the data for a complete film to be stored on one or two CDs. The main disadvantage to this system is that you will need some expensive equipment to view the films.

Player technology is, at the moment, based around host computers with MPEG hardware added on. The Philips CD-i and the CD³² both require a separate module, costing from £180+, and even MPEG cards for computers are around the £160 mark.

HiSoft's device, which has been given the working name of Squirrel MPEG, is a standalone system that will cost in the region of £200. Because all you need is a SCSI CD-ROM drive, this could be a much cheaper solution. The unit will come with a remote control unit, so you won't even need a computer.

For more details contact HiSoft on 01525 718181.

Power unleash CD miracle!

Well known Amiga developers Power Computing are pretty proud of their latest CD-product. As well as being just about the first ever portable CD-ROM system for the Amiga, the new Media Vision drive is downright stylish and speedy too.

Although only technically a double speed mechanism, it gives very impressive sustained transfer rates, meaning that for most regular CD use it is actually faster than many triple or quad speed drives. Read the full review of this exciting product on page 97.



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	12	Scotland	Woodside Hall, St. Georges X, Glasgow
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Dec '95	2	Milton Keynes	Stantonbury Campus Leisure Centre, V7 H3
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	16	Essex	Courage Hall, Brentwood, J28 M25
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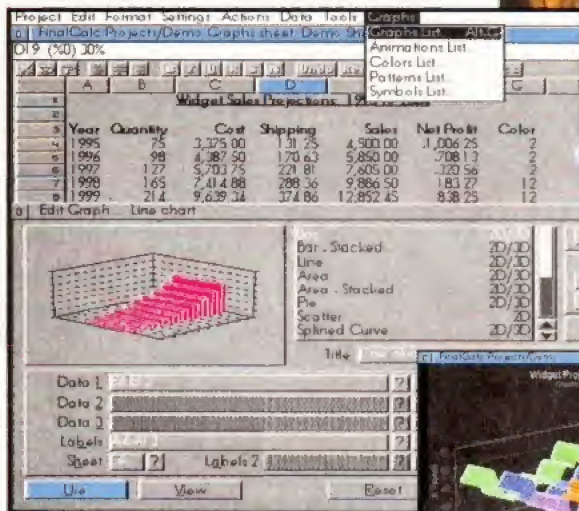
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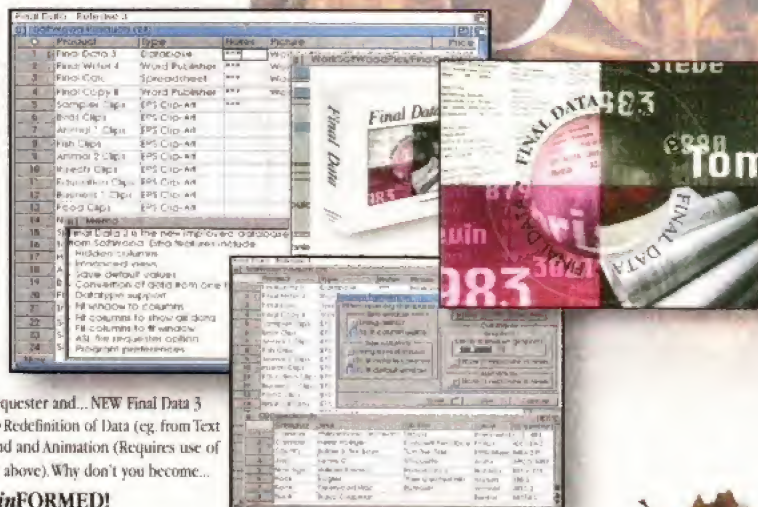
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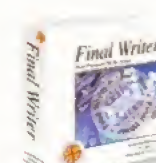


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New Order

Trying to relaunch a machine that has been unsupported for over a year is not easy. In this month's special feature we give you some insight into the battles won by Amiga Technologies, and those yet to come.

On April 21st of this year, the Amiga was finally rescued from a slow death in a dramatic courtroom showdown. The new owners, German computer manufacturer Escom, had paid over US\$10 million for Commodore International, including the rights to the Amiga and all the associated patents. Escom quickly established a daughter company, Amiga Technologies, to overlook the re-establishment of the Amiga brand. But six months down the road, what have Amiga Technologies actually achieved?



Where to find...
Here is a brief index to all the important parts of this month's special feature.

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- Industry commentpage 21
- Amiga around the world . .page 22
- The future starts herepage 24

What Have they done



Many people seem to be unaware of just what Amiga Technologies have achieved since they were formed less than six months ago. Find out just what has been going on...

Amiga Technologies was formed shortly after Escoms success in New York. Under the direction of Petro Tyschtschenko, himself an ex-Commodore man, the new company began exploring the possibilities for the Amiga brand.

At the time, there was a great sense of relief from the Amiga market. At last a saviour had been found, surely it couldn't be long before the Amiga was back in its rightful position of dominance in the home market. Amiga Technologies seemed full of new ideas and fresh approaches. Unlike the old Commodore, the new company would entertain license deals with third party manufacturers to encourage the production of things like Amiga portables, set-top boxes, and anything else which could make use of the Amiga chipset.

There was talk of new machines, RISC based platforms, millions of units being sold in the Far East, the sun would shine again and everything would be wonderful.

It was shortly afterwards that they must have realised everything wasn't going to be easy. For one reason or another, the manufacturing deal with the Chinese floundered - a major blow. As well as losing a nice arrangement for servicing a huge market, Amiga Tech. would have to find alternative manufacturers, and worse, this meant dealing with a whole load of people who Commodore had pulled the old 'cheque in post' routine on.

But in order to successfully revitalise the machine, or at least to get back some of the vast outlay, machines had to be properly promoted and on sale for the vital Christmas season. This meant paying over the odds to jump the production queue.

Then there was the thorny problem of the Escom stores. Would they stock the Amiga or not? To do so may be a disincentive for the independent retailers, who the Amiga badly needs. Not to do so would be a bad move PR wise. In the end, sense prevails. The Amiga will be sold in Escom shops, but not just yet.

A major surprise was the bundle.

Although the price point was initially a little disappointing, nobody could possibly fault the collection of first rate productivity software included. If you compare it to a similar set up on the Mac or PC, it is really a bargain. The bundle pleased almost everyone, and it certainly gives plenty of ammunition to the dealers who actually have to sell them. The best bundle ever.

These are no mean feats, and if it had been any other computer, it would have surely meant the demise of that platform. That the Amiga lives on is, at least partly, down to the abilities of Amiga Technologies.

What do you think of it so far?

Amiga Format asked the industry four simple questions about the progress of Amiga Technologies.

1. WHAT HAS IMPRESSED YOU MOST ABOUT AMIGA TECHNOLOGIES SO FAR?

Most were impressed that the Amiga bundle was actually on sale. Ramping up production and "putting together an excellent bundle in just a few months was challenging" as a couple of anonymous respondents said.

Team17's Martyn Brown reckoned "They created a reasonably effective hype splash when they announced all the plans for the Amiga - whether or not they'll come to fruition is another matter. They managed to instill a good surge of confidence in a market that was desperate for good news".

John Arundel of Silica expressed the opinions of many when he said he was impressed by "the speed with which they have brought the Amiga back to the market, and the high level of commitment of their staff".

Jolyon Ralph of Almathera reckoned that their willingness to listen to developers is "immeasurably better than the old Commodore way of doing things".

On a more people orientated basis, our own Dale Bradford reckoned John Smith, Amiga Technologies UK's Sales manager, was a particularly impressive

BY ANY OTHER NAME

In the good old days, when Commodore owned the Amiga, life was easy for an Amiga journalist. When writing the usual monthly news story about the ups and downs of the company that month, the common hack had a variety of monikers to apply. There was of course, "Commodore" and "Commodore International" for those more formal moments, but if you were in a hurry, or space was short, you could quite reasonably refer to them as CBM (which obviously stands for Commodore Business Machines) and I remember more than once seeing them being referred to as "the Big C".

In these modern times, we are not so lucky. Amiga Technologies cannot be reasonably shortened to just "Amiga" as it would be a little confusing to say the least. Few people would understand just "AT", and "AmigaT" isn't much better. "Amiga Tech." it is then...

personality because of his "great enthusiasm and belief".

2. AND THEIR BIGGEST MISTAKE?

Some concern was raised about the lateness of any advertising plans, although Amiga Technologies have previously stated, somewhat reasonably, that they wouldn't be doing much in the way of advertising until they had machines to sell.

They haven't made any mistakes according to Silica's John Arundel, although "the shortage of products has caused problems. We know that they are stepping up production to meet demands and we expect free flow of stock in early November.

"Like us at Silica, many dealers were overwhelmed by demand when the A1200 was relaunched."

Others felt a little excluded from proceedings. Team 17's Martyn Brown reckoned "from the off they should have ensured the machine had a future by working closely with a number of software developers who were/are capable of ensuring that the machine does have a positive future.

"My feelings are that the English management are somewhat frustrated in that they know what they have to do but their hands are tied to a large extent".

3. DO YOU THINK THE AMIGA IS IN SAFE HANDS?

Discounting the fence-dwellers and the smart alegs who promised to let us know in a few years time, the answer was a resounding "yes".

One anonymous respondent went so far as to say: "I can't think of any

Show status:
There will be an Amiga show in the UK, although all the details are unconfirmed at the moment. For the most up to date information, see the "show news" section of the Amiga Format web pages: www.futurenet.co.uk/computing/amigaformat.html

All for one, one for all

Even though much of the fuss has been about when the Amiga would be on sale again, where it would be in sale and indeed, how much it would be on sale for, Amiga Technologies have been planning for the future, and what could be any more important than the Amiga's custom chips, the very heart of the machine?

The next redesign of the chipset could be quite dramatic. Whether or not the specifications of the AAA chipset are implemented, it seems to be the intention to incorporate the functions of the Paula, Agnus and Denise chips into one.

It would be costly in terms of research, but if successful, the result would basically be an Amiga on a chip - a device which could be much more easily licensed, and would be more attractive to other technology manufacturers. Additionally, it should be quite a bit faster in operation and, eventually, cheaper to manufacture - circuit boards using the chip would be smaller and cheaper too.

The next step would be to produce a VLSI component which included the processor too - very useful for console and point of information applications.

bunch of people more committed to the platform than the people at Amiga Technologies UK".

John Arundel amplified on this - "The main staff at Amiga Tech. are ex-Commodore and all have a real passion for the Amiga. They understand the product and the market better than anyone".

4. WHAT SINGLE THING SHOULD AMIGA TECH. BE CONCENTRATING ON IN THE RUN UP TO CHRISTMAS?

Apart from Silica remphasising the need to increase production, most industry gurus that the time was right for some advertising. Martyn Brown was keen that Amiga Tech should be regaining the confidence of retailers,

and added that marketing should concentrate on the fact that "the Amiga is an excellent family introduction to family home computing that can offer good all-round performance for sound, art, home office, education and entertainment use."

Almathera's Jolyon Ralph reckoned that it wasn't just a case of dealing with the short term, and even before Christmas there should be great efforts spent on planning for new products, as "development of future machines can't wait".

Being numerically challenged, Dale Bradford came up with a number of single things Amiga Tech should do, including: "Getting the machines into retailers and providing them with Point-Of-Sale support, demo disks and 'product placement' - if they can't afford to advertise, get as much free publicity as possible"

We'll forgive him though, as he did round off with the sage words: "Goods are sold as well as bought".

But what about Amiga Technologies? How do they assess their own achievements so far? On page 24, Jonathan Anderson, General Manager of Amiga Technologies describes their achievements in his own words

STATEMENT OF ACCOUNT FOR AMIGA TECHNOLOGIES

CREDITS

- ✓ Created enthusiasm for the Amiga amongst the industry.
- ✓ Started up production of the Amiga very rapidly
- ✓ Put together a pretty good bundle
- ✓ Employed some ex-Commodore engineers
- ✓ Sorted out a decent distribution network

DEBITS

- ✗ Failed to organise a big Amiga show for the UK (there will be one in January though)
- ✗ Failed to even vaguely improve the A1200 before relaunch
- ✗ Advertising? What advertising?

BALANCE = REASONABLY POSITIVE

Overleaf we have an essential Amiga resource for you, with points of contact for each of the current Amiga Technologies offices, and their corresponding area of concern.

NEW WORLD
MAP 22-23



The World according



GERMANY

Area: Germany and Poland
 Led by: Rolf Wiehe
 Address: Amiga Marketing
 Vertriebs Service,
 Gunzostrasse 3,
 D-61352 Bad Homburg
 Fax: +49 6172 45 95 77



UNITED KINGDOM

Area: UK, South Africa,
 India, Israel, Malta
 New Zealand and India
 Led by: Jonathan Anderson
 Address: Amiga Technologies
 6 Bridge Avenue,
 Maidenhead,
 Berkshire SL6 1RR, UK
 Fax: +44 1628 7700 22



SWITZERLAND

Area: Switzerland, Austria,
 Italy, Greece, Bulgaria,
 Turkey, Hungary,
 Croatia, Mazedonia
 and Russia
 Led by: Willy Scheiwiler
 Address: ESCOM Handels AG,
 Zürichstrasse 48,
 CH - 8134 ADLISWIL
 Fax: +41 1 710 9800



BELGIUM

Area: Belgium
 and Luxembourg
 Led by: Dirk de Waegeneire
 Address: Vermeeschlaan, 29
 B-25040 HOVE
 Fax: +32 3 454 0973

DENMARK

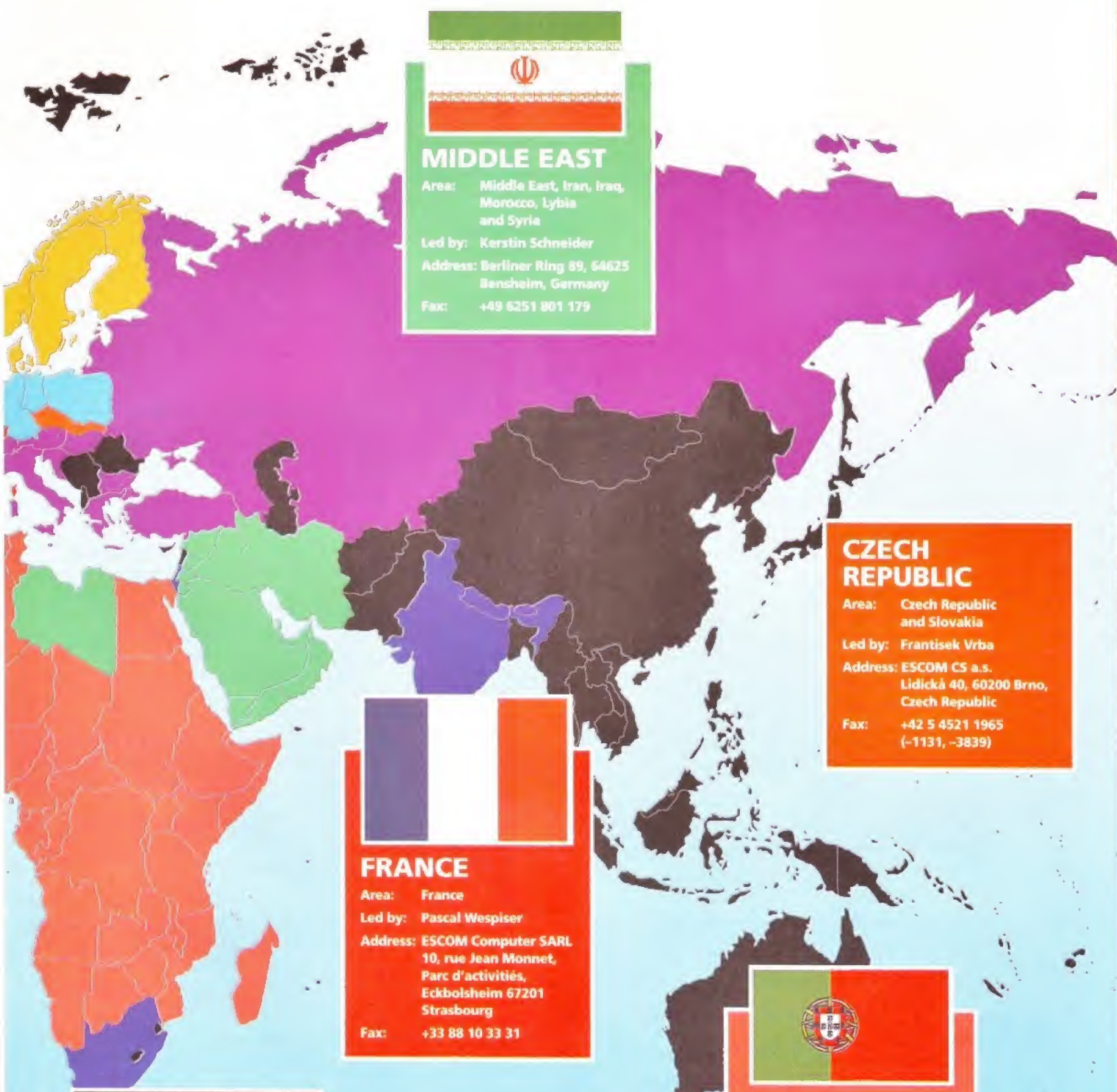
Area: Denmark, Finland,
 Iceland, Norway
 and Sweden
 Led by: Jesper Christensen
 Address: ESCOM BV Scandinavia
 Overgaden Oven
 Vandet 56, 1415
 Kobenhavn, Denmark
 Fax: +45 32 968 222



USA

Area: USA and Canada
 Led by: J. Edward Goff
 Address: Attorney of Law - Suite
 1705, 1528 Walnut
 Street, Philadelphia,
 Pennsylvania 19102 USA
 Fax: +1 215 546 3460

to Amiga Technologies



MIDDLE EAST

Area: Middle East, Iran, Iraq, Morocco, Lybia and Syria

Led by: Kerstin Schneider

Address: Berliner Ring 89, 64625 Bensheim, Germany

Fax: +49 6251 801 179

CZECH REPUBLIC

Area: Czech Republic and Slovakia

Led by: Frantisek Vrba

Address: ESCOM CS a.s. Lidická 40, 60200 Brno, Czech Republic

Fax: +42 5 4521 1965 (-1131, -3839)



FRANCE

Area: France

Led by: Pascal Wespiser

Address: ESCOM Computer SARL 10, rue Jean Monnet, Parc d'activités, Eckbolsheim 67201 Strasbourg

Fax: +33 88 10 33 31



IBERIA

Area: Portugal, Spain and Africa (except South Africa)

Led by: Joaquim Ramos Costa

Address: Apartado (PO Box) 1735, 1017 Lisboa Codex, Portugal

Fax: +351 1 41 42 732

SERVICE & SPARES

Address: Amiga Technologies GmbH, Carl-Giesecke Strasse 5, 38112 Braunschweig, Germany

Fax: +49 531 3108 97

In their own words...

In order to better understand the pressure on Amiga Technologies and their ambitions for the future, we spoke to Jonathan Anderson.

Q. What have Amiga Technologies been doing since April?

Since our press launch in Berlin, we have been extremely busy. We launched the Amiga A1200HD on time and have launched our new software pack - Amiga Magic [for further details see AF 77, the November issue]

Q. How would you assess the performance of the company so far?

Our performance can only be measured by what we achieve. When you consider the problems we encountered from Commodore owing money to most of the electronic/consumer vendors, who incidentally have supported us at very short notice by ensuring that our products are produced on time, this gives an indication of what has been achieved.

Q. What are the major obstacles you have had to overcome?

Assembly/Production schedules are a major headache to most manufacturers - Let me ask you a question: How many other computer manufacturers could have achieved so much in so little time?

Q. Are you happy with the current distribution deals? Do you think the Amiga will get the High St. penetration it needs?

We would be happy if all the High Street chains were to take the Amiga. However, the independent dealer has always been our bread and butter, and as Amiga's will be in short supply until Christmas it is only fair we support these outlets, who have supported us. [see the news pages for further High Street details]

Q. Are partners still being sought for distribution abroad?

Yes. We are always happy to speak to new partners who have the same goals - to make the Amiga successful.

Q. Amiga Technologies obviously don't have the marketing spend of Sony/Sega. Where will all your efforts be concentrated?

We do not consider there to be competition from the companies you mention. "Games only" consoles are not productive - Do parents really want their children to be pushing red and blue buttons? Our belief is parents would welcome their children having the option of learning via educational software and being creative by the paint and word processing software we include in each A1200 Amiga Magic pack.

Q. By what means can you persuade software developers to continue to support the Amiga?

The first hurdle is to show the publishers that all the talking about the Amiga "coming back" is over. The Amiga A1200 and an Amiga dedicated monitor (M14385) are shipping as you read this, and when we sell 60,000 Amigas in the UK alone between now and Christmas, publishers will, I believe, port software over to the Amiga. The reason for this is very simple - publishers will make more money by porting across onto as many platforms as possible.

For example, if it costs a publisher say £150,000 to write a leisure title for the PC and an incremental £20-30,000 to port this onto the Amiga then you don't need to be a mathematician to work out that their bottom line, i.e. their net profit, will increase significantly. So, it is in the publishers best interests to write software for as many active platforms as possible.

Q. Is R&D still being done on a RISC based Amiga? What market do you see this being aimed at?

RISC is certainly under development - unfortunately, the cost is high and has to come down, making the product affordable for the consumer and we are working very hard to make this happen.

Q. Is there any intention to release an Amiga whose performance fits somewhere between the current A1200 and the A4000?

We have looked into this and to be honest we would very much like to introduce an Amiga that sits between the A1200 and A4000T. However, we have to concentrate our efforts on RISC and bring this product to the market ASAP. Our resources must be utilised to the full and by investing in the future, Amiga users will certainly benefit.

Q. Are there any plans to release an Internet bundle A1200? Will Amiga Technologies support development of internet software for the Amiga?

I recently saw in Germany a beta version of the .net software which is simple to use. Our intention is to include support for the Internet next year. This will be included on Workbench.

Q. Why do you think the Amiga has survived for so long?

The Amiga has always been special. Our customers, your readers, are second to none and never cease to amaze us. Amiga users have always taken great delight in convincing PC and Mac owners of the benefits of having a multi-tasking machine. Non-Amiga owners do not understand the benefits of true multi-tasking - you only have to ask any Win95 or OS/2 user.

"Plug and Play" is another buzzword that PC owners take great delight in telling one another about. Amiga users have had "Auto Config" from day one, or as I prefer to call it, "Fit & Forget". We do not believe that there are any other computer manufacturers that have the loyalty of the Amiga - we are, in my opinion, very lucky to have such dedicated users.

"On behalf of Amiga Technologies we would like to say 'Thank You' to all of you who have 'hung in there'. We really do appreciate your loyalty and support and we look forward to sharing with you the next generation of the Amiga family."

Making a difference

Instead of just sitting around moaning about the state of the Amiga market, why not do something to help?

The Amiga needs to sell very well this Christmas, in order to ensure the continuing development of software for the platform, and also to fund the research behind even better versions of the Workbench, and more powerful machines. YOU can help.

- Make sure that any friends or relatives who may be considering buying a computer over Christmas know about the Amiga.
- Send us your ideas and designs for adverts for promoting the Amiga Magic pack
- Coders - why not create a demo which illustrates the power of the Amiga, and the new bundle? Then send them to us, and we will forward them on to computer shops.

Send your ideas, suggestions and demos to us at this address:
Making a difference, Amiga Format, 30 Monmouth Street, Bath BA1 2BW

Name

Address

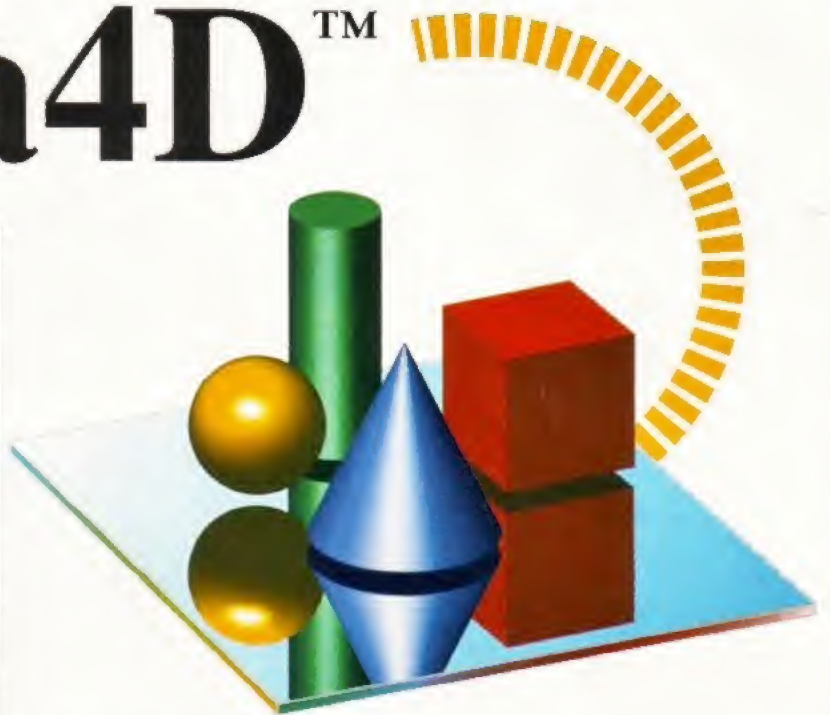
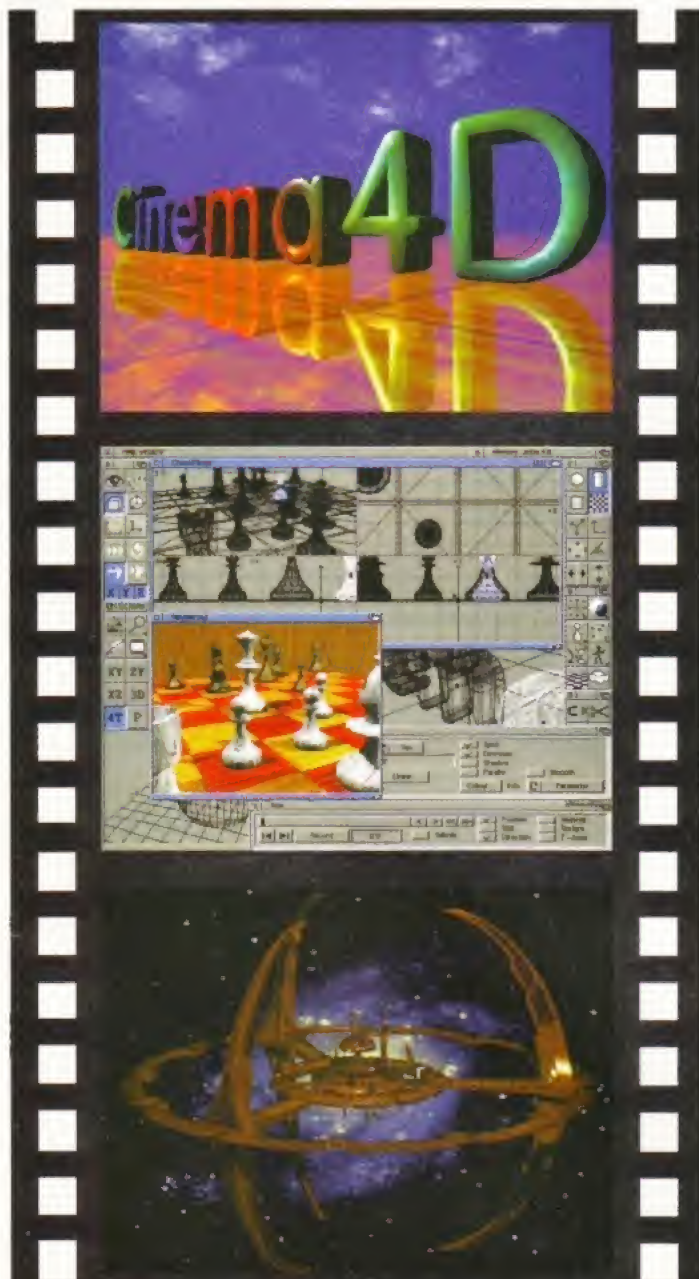
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SYSTEMS

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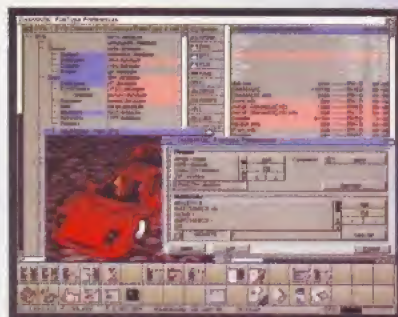
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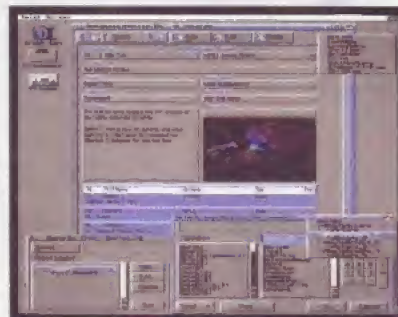
Disk Magic

£39.95

Newly released, Disk Magic (screenshot on the left), is the ultimate file and disk management utility for your Amiga. DiskMAGIC makes every task you perform - from the copying of a file, to the extraction of an archived file, as simple as a clicking on a button! In fact, after using DiskMAGIC, you'll wonder how you ever used you Amiga without it!

DiskMAGIC is exceptionally configurable, with the ability to alter window layout, file types, action buttons, fonts, screen mode, archive handling, viewers and more.

DiskMAGIC is compatible with all Amigas running WB2 (or higher) and with 1.5MB or more of free memory.



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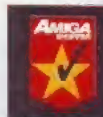
Twist 2 is the highly-acclaimed relational database for all WB2 Amigas (2Mb memory recommended). With built-in Forms Designer, a beautiful user interface, simple-to-use relations, versatile sorting, reporting and searching features and speed that defies belief, Twist 2 is the only Amiga database that will grow with you.

Twist 2 is compatible with all Amiga running WB2 (or higher) and with 2MB, or more, of free RAM. A hard disk is recommended.



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Want to have your say on an issue? Strike back using words. David Crookes chats about diskzines and gives some pointers about starting up your very own mag.

Starting your own diskmag

Starting at a television screen that's linked to a computer running a diskmagazine isn't easy. It's not as comfortable as sprawling on a sofa and you could find your eyes in need of some soothing eye lotion after a hard session. But for computer fanzines, diskmags seem the best option by far.

Paper fanzines originated when people felt they had to hit back against the establishment. The written word seemed more powerful and cheap home-produced magazines were easily distributed to anybody who wanted to read them.

Fanzines became popular in the '80s with football fanzines where fans, agitated by certain board decisions, grouped together for their say. Now every football club has their own.

But on computers, where paper fanzines were and still are available, it became obvious that computer users would be better served with a diskmag.

It seemed more fitting with the computer genre and since fanzines

don't need to be a profit conscious organisation (a diskmag would find it very difficult indeed to sell in the shops, for example), the path was made easier for disk-based fanzines to emerge.

And, of course, diskmags get around the problem of expensive duplication – one whiz through a disk copier is quick, cheap and easy.

THE MORE, THE MERRIER

Diskmags are created by many different kinds of people. "Scene" diskmagazine, *Grapevine*, is run by a group of people who are active in the more underground nature of computers. *Grapevine* communicates with other "sceners" and has strong opinions – in fact, seeming to be very anti-establishment.

Programming diskmags are set up by programmers with an affection for a certain programming language. The beauty of diskmags is that they allow for an exchange of ideas which benefit the Editor and



readers alike, lending support to various products.

Other diskmagazines are set up by fame seekers (people who want to make a name for themselves and so become an Editor to achieve it), letter lovers

One of the first things you need for a diskmag is a colourful interface like this one.

ON THE GRAPEVINE

Possibly the best diskzine available is *Grapevine*, edited by a guy who goes by the pseudonym of Pazza.

Q Why did you set up a diskmag?
The real reason was that I thought most paper magazines that were around at the time I started *Grapevine* were very poor. But they seem to be a lot better now.

Q Do you find being an editor difficult at all?
Without a doubt, yes!

Q But surely you find it worth doing?

Of course, but I don't make a bean. The whole point of the 'zine is for fun and not profit.

Q There must be some things you hate, though?
Something I hate? Deadlines! But I love the day after an issue is released – then I get to rest at long last.

Q What are the most common problems you have with the magazine and how do you solve them?
Crap articles! How do I solve the problem? I simply delete them

mercilessly. I believe in quality, not quantity.

Q You still have a lot of articles in the 'zine. How does the 'zine rate with readers? Do you get a lot of feedback?
I think I'm doing something right because I get a lot of feedback and 90 per cent of it is positive.

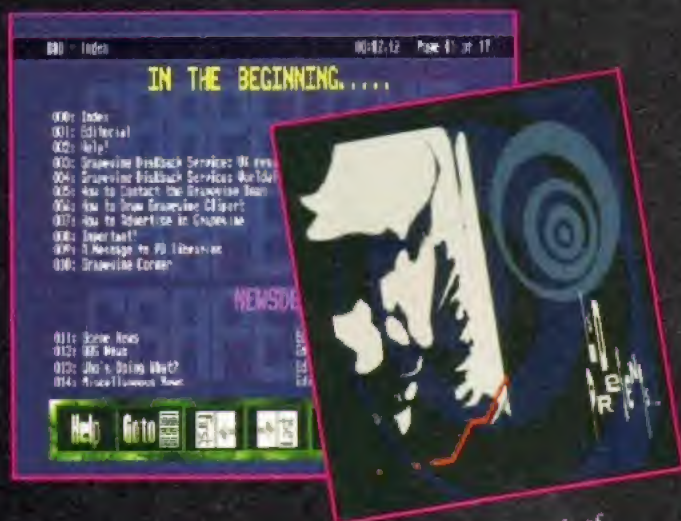
Q So what would you say is the most important part of a diskzine – the articles, the music, graphics, or user-friendliness?
All of that of course, but a magazine is only as good as its

articles. A magazine with a poor set of articles is a poor magazine, that's the way it is.

Q How would you describe the process you go through for each issue, starting from scratch?
A bloody headache! I end up copying over 300 disks to send to readers, which isn't fun at all.

Q Do you have any tips for anybody wishing to set up their own diskzine?
Yes, don't do it! Try something easier – like 20 rounds with Mike Tyson, or climbing Mount Everest.

5 DISKMAGS YOU SHOULD SEE



1. GRAPEVINE

It just seems to go from strength to strength with hundreds of articles, a user-friendly front-end, good visuals and a little bit of arrogance thrown in for good measure. If you want to find out about the Amiga scene, then Grapevine is the one.

(people who like a bit of post and having lots of people writing to them) and wannabe journalists who set up a diskmag to hone their writing skills to perfection.

Setting up any publication, never mind a diskmag, can be a difficult process. But the major advantage of a disk-based 'zine over the paper equivalent is the minimising of costs (you don't need a photocopier) and this gives you the flexibility to concentrate on the content.

To be honest, a diskmag won't

Stolen Data has plenty of images from their readers and editors.



make you as big as Future Publishing is today, but you will find a way of making yourself heard and have fun.

So if you fancy being an Editor and you don't want to spend £30,000 setting up a computer magazine (which, incidentally, is how Future Publishing began 10 years ago), then what follows should be of particular interest to you.

GET GOING

Diskzines such as *Deadlock* and *Grapevine* are evidence of sub-genre Amiga diskzines. Some cover programming, some are about games and some diverse into altogether new dimensions, such as *Star Trek* diskzines.

This on its own gives you an idea of what diskzines are all about. They give an alternative perspective of the Amiga and dwell in-depth on matters that interest the Editor.

Follow their lead. Tackle a subject that interests you. After all, merely covering a subject that has been tackled very competently in another publication is not going to gain you as many readers than if you created a different one and showed enthusiasm for the subject.

Once you have decided on the topic or even topics that you will cover, it's time to write. Before you do, though, organise things by drawing up a flatplan (a plan of what will appear in the 'zine; how many words it will have, etc.).



2. RAW

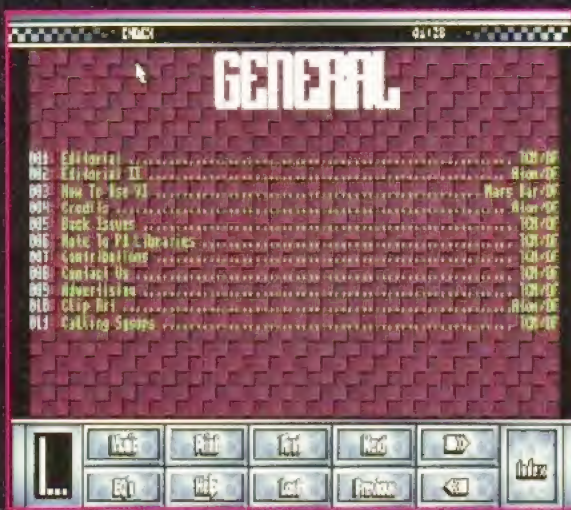
Another 'scene' magazine in a similar *Grapevine* style, *RAW* tends, like other 'scene' mags, to be a little excluding to outsiders, but is still an enlightening read worth checking out. The process of selecting articles is a bit cumbersome, though.



Diskzines, such as *Amazine*, are evidence of specialised, sub-genre Amiga diskzines.

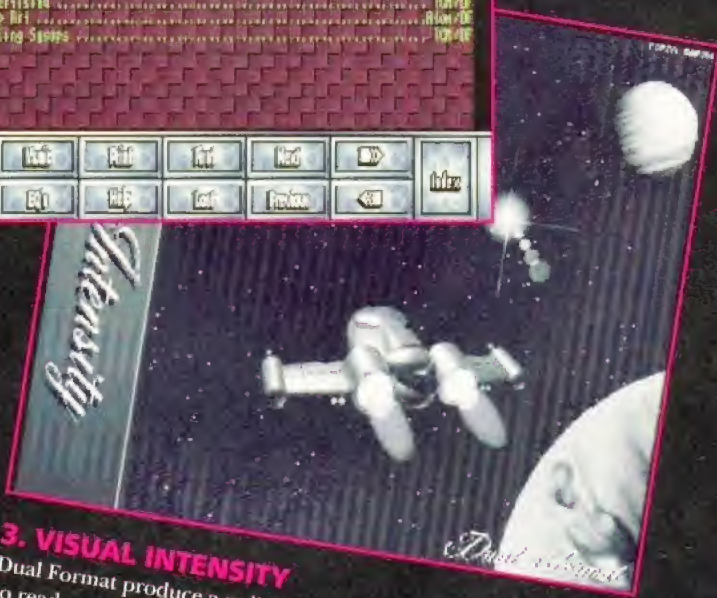
Doing this will enable you to see what you have to do and what you have done; it'll show you what work has been commissioned and possibly act as a reminder to back up your work regularly. I'm sure there are many stories of entire issues falling prey to the disk error syndrome.

You will find that readers will send you contributions, which are difficult to plan beforehand in a flatplan. If you create spaces in your flatplan when you draw it up, making sure you have material to cover any gaps that aren't filled by readers, or carry reader articles to the next issue, you can easily solve that problem.



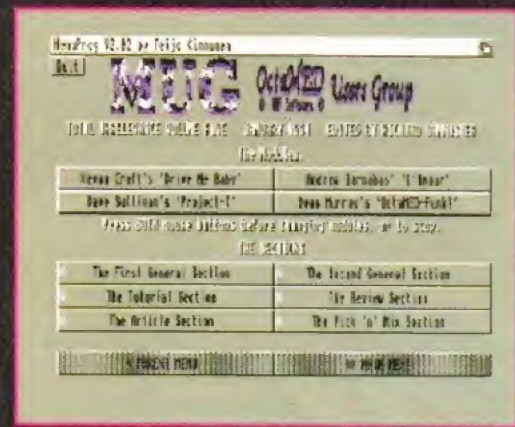
3. VISUAL INTENSITY

Dual Format produce a polished effort, with lots to read and keep you busy, including a similar front-end to most diskmags of today.



4. DEADLOCK

Literally a fascinating read. There's lots of it, written in a humorous tone, even if it is brash, bullish and just a tad rude. Absolutely essential to get hold of.



5. TOTAL IRRELEVANCE

Some people may be a little surprised at this inclusion because *Total Irrelevance* is nothing too special. It's not graphically inspiring, but for any *OctaMED* users, there's more than enough to keep you happy and it makes a change from 'scene' news, which is why it's included. Diversity, you see?

These mags are obtainable from most PD libraries.



Magnetic Pages consists of three programs – an Editor, Organiser and Displayer

However, diskzines, by their very nature, (smaller and more personal readership) are in a better position to offer readers support than a commercial magazine. If you offer support, then you may just find they'll offer it back. Just answering reader queries by return post is mighty impressive, even if it does slightly increase an already hefty workload.

And that brings us to another point. If you were thinking of doing everything all by yourself, then, unless you have a massive amount of time on your hands, don't.

Diskzines tend to have hundreds of quite lengthy articles, so I would advise

you to pester your friends into contributing. Or make a plea for writers, artists and musicians by placing adverts in computer stores, in classified ads, or, even better, approach talented people direct. In return give them a free copy of your diskzine and maybe a free advert.

Once you have got some "staff" together you can then delegate jobs – giving music work to the musicians, programming work to the programmers, art work to the artists, and so on and so forth. If you play to people's strengths, everything should run smoothly.

When articles begin to pour in, you have to select the best ones and edit them into shape. You need to make sure everything is easy to read, spelt correctly and not libellous. Although fanzines usually get away with most libellous ranting (because not many people can be bothered suing them), they are in effect as 'suable' as a commercial magazine.

YOU'RE THE BOSS

Bear in mind that you are the Editor and it is your job to ensure that what you print is right for the magazine. If you don't want to print somebody's short story, for instance, then politely tell them so.

Just keep an open mind. The story may have been well written, but just not

what you were looking for. In this case, you could commission the writer to pen the article you want.

However, commissioning people can often cause a few extra problems. Your writers may decide not to send you anything until a week after you intended the magazine to go out, so you must set some sort of deadline. One area you should be particularly careful about is accepting a series of tutorials from somebody.

Magnum v1.8 is a shareware release that does everything you need a diskmag to do, combining text, graphics and sound.





To aid you with creating a colourful diskmag, DMC (Disk Mag Creator) comes with some bright and cheerful clip-art images. These are from Belinda Bye.

If something crops up for the writer and he decides not to continue the series, not only have you got an unfinished set of articles, but a lot of frustration from readers who have been closely following it. It may be best to only accept a complete series.

The last thing to consider is whether or not to carry ads. Diskzines are alternative in both medium and manner, and, as such, most diskzines carry ads that you wouldn't find elsewhere. For example, *Grapevine* lets people advertise for pen pals. Most 'zines also offer free advertising because they are happily free from commercial constraints.

If you do carry advertisements, perhaps just to fill up space or, if you charge for it, just to make a little bit of a profit, then try to attract advertisers that are relevant to your type of mag and don't charge too much.

The final step is to put everything together – the words, pictures, music and a user-friendly method of control. If you follow your previously drawn flatplan, you'll find the final process a lot easier.

But the *only* thing you should worry about is having fun doing it – that is the whole point. When it starts to become a nightmare burden, then it's time to pack it in. Have fun!

ESSENTIAL SOFTWARE

Word processor – A word processor is the most vital component of the whole enterprise. You need some method of being able to put your words to screen, then spell-check them and have the flexibility to easily change things. Don't worry too much about WPs with graphic capabilities since a decent diskmag creator would sort out that problem.

Art package – Most Amiga users have *DeluxePaint* or *Personal Paint*. If you do, then don't bother upgrading unless you feel you really need to. All you need an art package for is knocking up the odd graphic or two.

Disk copier – Absolutely essential if you are distributing the package yourself. Every Amiga owner has access to Workbench's copying facility, but

you'll find that there are quicker and easier PD alternatives.

Music package – Music is definitely essential on a diskmag. A dance track is usually the preferred musical taste, but if you can't create music (like too many of us), then check out the PD libraries and see if they have copyright-free material for you to use (maybe an Oasis-esque track?).

Programming Package or Diskzine Creator – If you want to individualise your 'zine and you have programming talent, then programming your own method of putting the magazine's elements together and making it easy to use is the only way.

However, there are alternatives for people who can't program, or can't be bothered to. There are three main packages which you may

find useful and they are all either PD or shareware.

One of these is *Magnetic Pages*, a shareware release that consists of three programs – an Editor (to create articles), an Organiser (for assembling articles into a 'zine) and a Displayer (to display the mag). It does everything you need a diskmag to do, combining text, graphics and sound, and comes very highly recommended.

Magnum v1.8 is the latest incarnation of this particular package. It can produce excellent results, comparable to 'zines like *Grapevine* and *Deadlock*, and is also easy to get to grips with. You just need to load an ASCII file into it, which any word processor can produce. The package comes with complete instructions, although the options open to anybody reading your mag are

quite limited – it only offers options to access the index, exit and move around the screen.

Disk Mag Creator is a bit more flexible, reviewed as recently as *AF74*. It's shareware, but the demo version still allows you a lot of room to test it to the full – it lets you input 200 articles. And it has every option you can think of, including a print option in case people want to print your articles. And, sounding like a scratched record, it's easy to use (and why shouldn't it be?).

Because you can pick all of these discs up for around £3, I advise you to get the lot and pick the one you think is best for you.

As for hardware, a second disk drive is pretty much essential in order to save tedious disk swapping. A printer could also come in handy for printing disk labels and writing letters.

DMC (DISK MAG CREATOR) V1.21

--- INSTRUCTIONS ---

These are the INDEX pages. They contain lists of all the articles that you have included on the disk.

These INDEX pages can be flipped by selecting NEXT or PREV etc. (See Info Screen at top right for total number of INDEX pages.)

After turning this page you will see some ARTICLES listed on the screen for you to choose. To view any of the ARTICLES, just position the pointer over it and press the mouse button. The ARTICLE will be highlighted if it can be loaded.

Each ARTICLE may have a selection of pages too. These too can be flipped. (Please look in the help screen at the top right to see how many pages are available after loading an ARTICLE.) Please read the doc file for more information on using DMC.

Click on NEXT to go to the next INDEX page now



The Disk Mag Creator (DMC) not only comes with the tools you need to create your own mag, it has on-screen instructions too.

FIVE TOP TIPS

- 1 Organise everything before you begin each month. Create a flatplan and work closely to it.
- 2 Don't get discouraged if your magazine doesn't sell a million with its first issue. Be determined and *never* give in. If you still hit a brick wall every month, just adopt a different angle and give it another try.
- 3 When you are writing or including an article, one thing to think of is "will this piece become obsolete by the time the magazine is finished"? Try to write timeless pieces.
- 4 When including software, be absolutely sure you are not committing piracy. It'll catch up with you *very* quickly.
- 5 Work out a routine. The diskmag will probably be done in your spare time after work, college, or school. The quicker you get into a routine with the mag, the more time you'll have to do other things without compromising the mag's quality.

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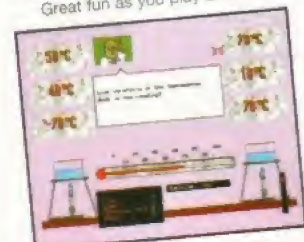
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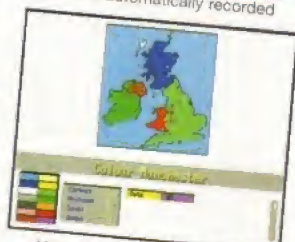
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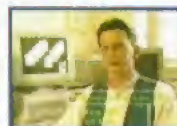
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Ever felt you were being dealt a bum deal in the Amiga games department? Ever felt that the Amiga should still be at the forefront of video games technology like it used to be? Ever felt that the energy some PC game developers are expending on the exploitation of PC hardware should have gone into the Amiga when the A1200 first appeared? Me too.

Think of how many times the Amiga's games have led the field, been copied and the cloned offspring has gone on to major success on dedicated games platforms; *Lemmings*, *Sensi-Soccer* and *Super Skidmarks* stand out as shining examples.

Increasingly, though, the Amiga is losing out. Not through the loss of developers – a good few of them will be back after enormous Christmas losses on their balance sheet – but through the restraint of processor power.

Think about the following three games, released when the A500 was still at its zenith: *Stunt Car Racer*, *Formula One Grand Prix* and *Knights of the Sky*. Each one pushed the 68000 processor to its limit. That's why if you upgrade from an A500 or A600 to an A1200, the above games take on a new lease of life. They play perceptibly faster so that the motion not only feels more realistic, but enhances the immersive atmosphere of the environments the game plays in.

For more realistic AGA games, the 68020 found in the standard 1200 just doesn't cut the mustard these days. Especially in the realm of 3D, which just happens to be the area where the most exciting games are evolving; *Guardian*, *Fears*, *Gloom*, *Gunship 2000*, *Zerwolf 2*, *Coala* and *Alien Breed 3D* to name the most important.

To be fully effective, these games need grunt. But they also need to be made friendly and customisable enough to enable owners of underpowered Amigas to play them too.

In this instance and to illustrate what we mean, we'll use the example of two games recently covered in *Amiga Format*: *Fears* and *Coala* (see page 44 for a full review of *Coala*).

Fears requires a 68020 and the AGA chipset. In other words, a bare A1200. It



The need for speed

Fed up with being stuck in the slow lane when it comes to Amiga games? Join Steve McGill as he takes a speculative look at current Amiga games and delves into the world of expansions, upgrades and accelerators.



Coala. Terrific game in its present incarnation. If the base-Amiga had more oomph in the speed stakes, it could've been made even better.

will run faster if extra memory is installed – even one megabyte of Fast RAM increases the frame rate. It will run faster still if an accelerator of some kind is fitted.

Combine the two and we're talking about a game which, although lower in resolution, can run every bit as fast as *Doom* on the PC – subjectively speaking, of course, it depends on the spec of both computers.

The beauty of *Fears*, though, is that it'll trade-off graphic enhancements in order to keep a decent running speed no matter what's powering the game. Therefore, if you've just bought a Falcon, a Blizzard, or Apollo accelerator

card, you can afford to have the texture maps switched on the largest screen size and still expect the game to run at a silky smooth frame rate.

Close on the same speed could be achieved on a standard A1200 if you switched off the textures and reduced the screen size.

Admittedly, playing this way isn't as atmospheric, but if you take the smart option and choose to upgrade, the game will upgrade with you; inbuilt longevity if you like.

On the same vein, but a different capillary, there's the helicopter battle sim *Coala*, reviewed this month on page 44. *Coala* is exciting for several reasons.

OUR FAVE FIVE AMIGA GAME EXPANSIONS



Whatever your budget, there's an accelerator out there to suit your pocket.

1 The Falcon = 68040 clocked at 25 MHz with built-in FPU and MMU. £499.95 bare board. (AF77; FG90%) Power Computing 01234 273000

The king pin bruiser of the accelerator set. If *Coala* was programmed with this baby in mind, there would be texture mapped vehicles aplenty. An Amiga games player's wet dream.

2 Apollo 1220 = 68020 clocked at 28MHz with 68881 FPU. £99 bare board. £228 with 4Mb RAM. (AF75; FG90%) Siren 0500 340548.

Probably the best value of all accelerators mentioned here.

This is one is for users on a budget who have to balance performance versus price.

3 Blizzard A1230-II = 68030 clocked at 40MHz £244.95 or 50 MHz £329.95 bare boards. (AF63; 88%) Gordon Harwoods 01773 836781.

Runs at double the speed of an A4000/030, this board provides some serious grunt. Would run a texture mapped version of *F1 GP* no problem. How about it, Sir Geoff Crammond?

4 Apollo 1230 Turbo = 68030 clocked at 50MHz. £289.99 bare board. (AF77; 87%) Siren Software 0500 340548.

Hailed as an "All singing, all

dancing - everything a card for the A1200 could offer" accelerator by our resident freelancer, David Taylor.

The 1230 Turbo turns your A1200 into a formidable games machine. *Breed 3D* could be turned into a *Doom*-beater with this card.

5 Power A500 68020ec = 68020 clocked at 28MHz. £99.95 bare board. £40 1Mb SIMM. (Not yet reviewed.) Power Computing 01234 273000

Just in case A500 owners are feeling left out, this expansion will speed up games like *F1 GP*, *Stunt Car Racer*, *Knights of the Sky* and let you run *Coala*. Hurrah.

The main one being the potential and example it offers to games taking place in a 3D accelerated environment.

It's not perfect by any means. But it has its own internal dynamics and offers a subliminal 'virtual' cockpit which helps immensely in the credibility stakes. It also offers many features that anyone in possession of a 68020 processor and above can benefit from and take advantage of.

This time the 68020 doesn't necessarily mean that you have to own an A1200 either. Owners of A500-s and A600's can play *Coala* too; just add a 68020 accelerator card.

IDEAL TRADE-OFF

The real beauty of *Coala*, though, is the number of options it presents to the player to customise the environment and find the ideal trade-off point of processor power versus graphic detail.

There are nine in all: vision, world detail, object detail, shadows, surface detail, time compression, sound, shaded horizon and copper horizon.

Five of these are mere toggles: shadows, surface detail, sound, and both horizons. The other four are scaled and are worth more discussion.

Vision - probably effects the running speed of the game the most. The maximum distance of your sight is a setting of 1000. On an unexpanded 1200 the frame rate drops drastically, but the game looks better. Can be optimised in units of 50.

World Detail - on a scale of 1-10, affects the number of trees, buildings, and roads. Again, down to user preference and processor installed. The more detail, the better the world looks.

Object Detail - another 1-10 scale. This time it's the detail on the vehicles in the game, including the player's chopper that are added or subtracted. Obviously, the more real a vehicle looks, the more satisfaction gained from blowing it up or shooting it down.

The last of the options is **Time Compression**. Here, the player can choose to enable slow motion, real time, or fast motion.

If the player isn't sure which of these options is the best trade-off, they can always change between them while the chopper is flying and feel the difference in handling as it happens.

What's more, a suitably powered Amiga could drive a virtual reality helmet or glasses and make *Coala* a truly immersive experience. Amiga Technologies have their own overpriced version of the type of glasses needed. With proper driver support, *Coala* would be a virtual reality winner.

In all, *Coala* offers a tremendous amount of scope for customisation and optimisation. Something that games developers have mostly ignored with the Amiga, yet pay very close attention to on the Mac and PC platforms.

If you own an accelerated Amiga, let software houses like Team 17,



A texture mapped *F1 GP* would be a joy to play and add incentive to gamers to upgrade and expand. Graphic detail could be traded off against speed depending on the processor used.



Stunt Car Racer, the serial linked racing game of champions. Linking between an A1200 and an A500/600 produces results that may be surprising to most Amiga gamers.

Manx, Acid, Graftgold, Vision, Black Magic and any others whose games have captured your imagination, know the spec of your Amiga. Let them know that you'd rather play games that exploit the Amiga's hardware potential to the full than put up with games that limit themselves to the minimum spec.

Around half of A1200 owners own expansions of some kind or other. Convincing the other half to upgrade would be easier if more games like *Breed 3D* and *Coala* were released. The more people who upgrade, the more viable and attractive the market appears to developers.



Originally coded for a 68000 processor, *Knights of the Sky* fairly flies along with a 68020 installed. Worth looking into.



A faster frame rate, easier handling, more objects on screen, a higher resolution. All this could happen with an accelerated Amiga.

WHAT AN FPU COULD DO FOR GAMES

One of the the elements missing in *Coala* which could make a lot of difference to the presentation and atmosphere of a game is the use of texture maps; look at *Fears* and *Breed 3D*.

If you've taken a look at our accelerator box, you'll have noticed that we've mentioned whether the card has a Floating Point Unit (FPU) or not. The FPU relieves the processor from maths intensive functions and frees it up to do other less boring things instead - like take care of the game.

Texture maps are maths intensive. They could be taken care of by the FPU while a decent running speed for the game was maintained. It would probably require two versions of the game to be written; a normal version and an FPU 'optimised' version. It would open up a previously unexploited avenue of Amiga gaming and provide a better return on investment for developers than the PC market is currently yielding.

PC and Mac games are written in a similar manner to the above. So why not for the Amiga? Having to make allowance and write games for base machines doesn't wash any more. If PC games were limited to the base PC, they'd still be written for a 640K dinosaur. Demand your right to better Amiga games now.

If coded with a faster processor in mind, *Breed 3D* could easily be a *Marathon* beater. Go to it Team 17.



FEARS



A more comprehensive set of customisable options ensures longevity for *Fears*. More games should offer this.

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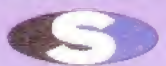
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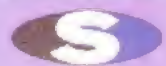
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Siren



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Siren



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WIN O WIN O WIN O

and a copy of Coala

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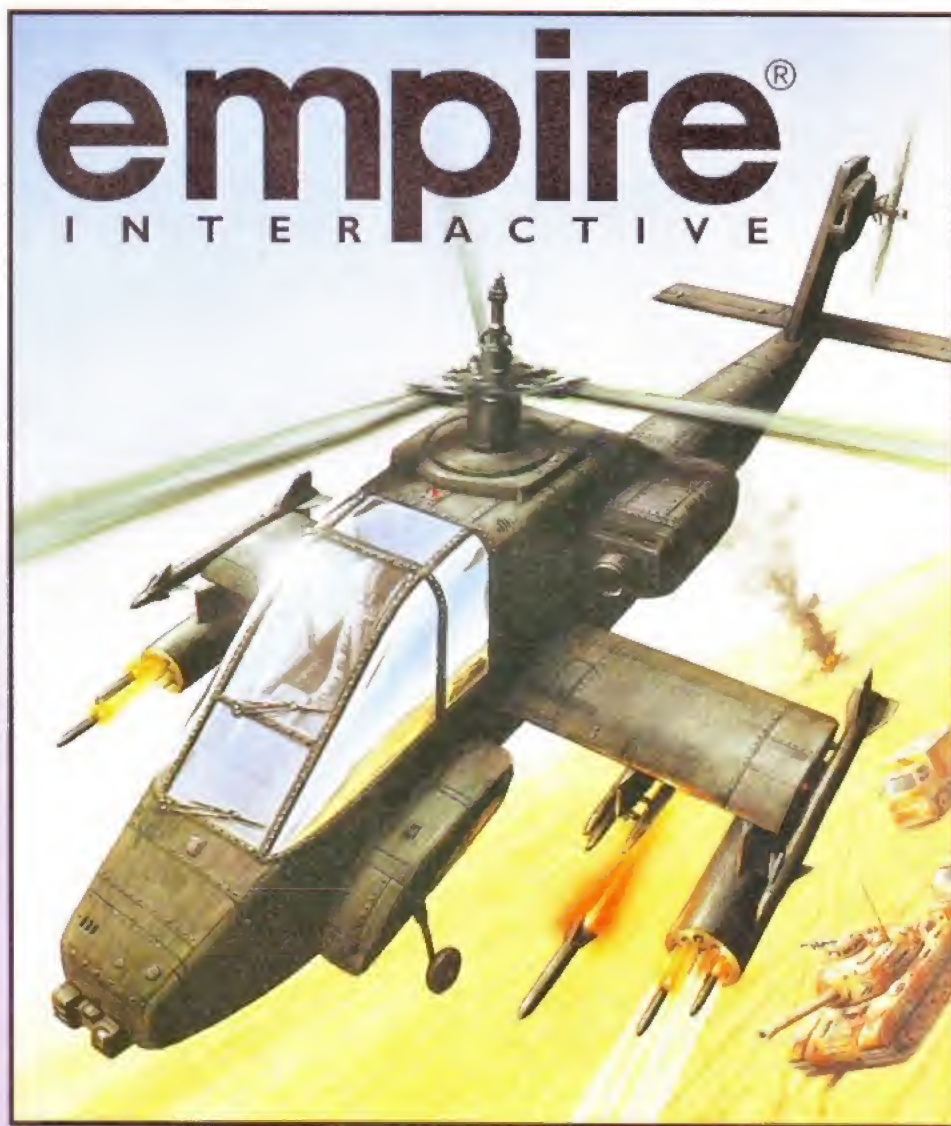
Empire Coala Competition,
29 Monmouth St, Bath, BA1 2DL.

Alternatively, send your answers via e-mail to: amformat@futurenet.co.uk, putting *Coala Compo* in the subject line. The draw will be made on 8th December. Good luck

QUESTIONS...

- Which of the following is *not* a type of helicopter?
a) Chinook
b) Apache
c) Sidewinder
- How many different types of helicopter can you pilot in the game *Coala*?
a) 1
b) 3
c) 4
- What type of processor is used in the Apollo 1232?
- What do the initials FPU stand for?

No employees of Future Publishing, Empire, or Siren may enter. No correspondence will be entered into. So there.



With the accelerator prizes on offer here from Empire Interactive, you'll be able to experience the beauty of *Coala's* graphical detail, processor speed and frame rate.

The choice is even open to fight against both sides. Although not recommended for obvious reasons, taking everyone on is the ultimate test of the player's combat ability.

COALA REVIEW PAGE 44



Siren



Siren



Siren



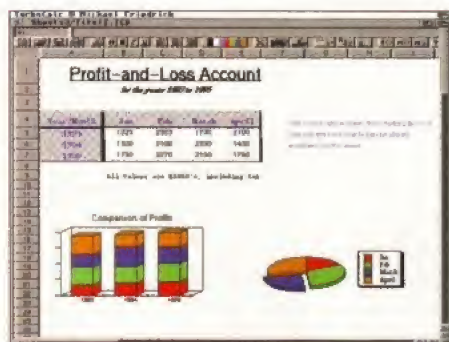
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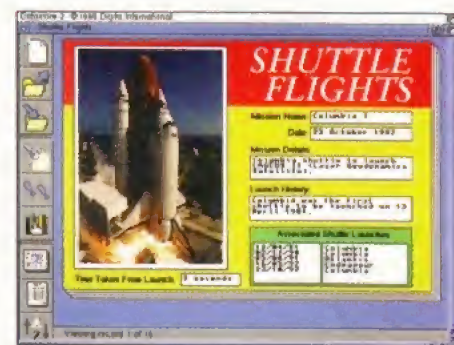
“Friendly. That's how I'd sum up

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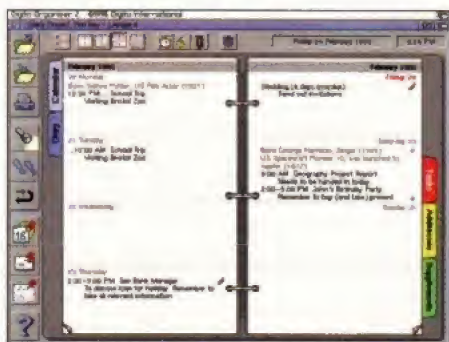
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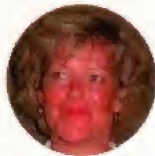
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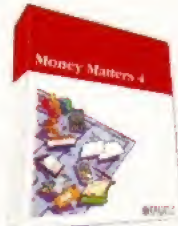


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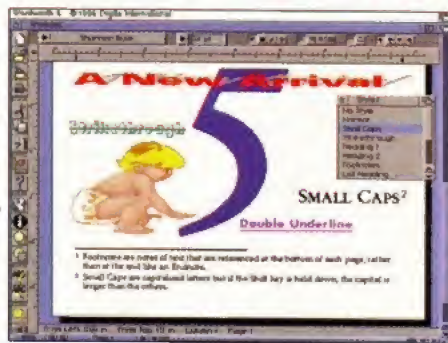


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SCREEN PLAY

Alien Breed 3D

Virtual Reality
comes to the Amiga.
Now where's that
damned helmet?

We sold our souls to convince Team 17 to leave *Alien Breed 3D* with us. We're glad we did. Now we can play it in hell. Ha. p49

AMIGA FORMAT

CHANGING FACE

The games industry needs the Amiga more than the Amiga needs the games industry.

A contentious statement perhaps, but there's no doubt that this Christmas is going to sort out the men from

the boys in the games development arena.

The PC market, in the UK at least, isn't paying the dividends many developers expected. Amiga titles are still steadily outselling PC titles. Several well-known developers' purse strings are reaching breaking point. Many are quietly ruing the day they quit the Amiga.

The PC market is inhabited by a completely different kind of consumer than the Amiga. To most it's an unfriendly box they need for work. Only a very small percentage are interested in games.

The sooner developers realise this and start developing Amiga games like *Coala* and *Alien Breed 3D*, games that makes use of extra memory and accelerator cards, the better.

Amiga users, on the whole, are more clued up than their PC brethren. If more developers take note of this, rather than what their competitors are doing, the gaming world will be a happier place.

Rest assured, Amiga gamers will reward them.

Steve McGill

AMIGA FORMAT'S REVIEW POLICY

Every month we scour the world's software houses for the latest and greatest Amiga games. We try to ensure we keep you as up-to-date as possible and we'll stop at nothing to bring you the best, definitive, no-nonsense reviews of the games that matter.

WHAT OUR REVIEW SCORES MEAN

90+%
The crème de la crème. Only the very best, most playable and original games are awarded an *AF Gold* – the most highly prized rating there is.

80-89%
These games are very good, but due to minor flaws are not the finest examples of their genre.

70-79%
Good games which are worth buying, especially if you have a special interest in a game type.

60-69%
Average releases with somewhat limited gameplay and appeal. Games in this category tend to be flawed.

50-59%
Below average games which are unlikely to impress your mates or your wallet. Avoid.

40-49%
Overwhelmingly poor quality games with major flaws and appalling gameplay.

Less than 40%
The absolute pits.

IN PREVIEWS THIS MONTH ARE...

BLITZ BOMBERS

page 43

Written in Blitz Basic, this title should show Super Bomberman on the SNES the way that Bomberman-style games ought to be done. Also 3D racing game *Leading Lap*.



VIRTUAL KARTING:
3D Racing in Karts.



THOMAS: Top fun for
Fat Controllers.

REVIEWS

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Figures shown in our chart are in MIPS and are taken from comparative performance tests using SysInfo

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A game written in Blitz that promises to be a blast and a 3D racing game delayed from release due to some 3D enhancements. Here's **Steve McGill**.



Previews



BLITZ BOMBERS: Following the lead of Super Skidmarks, Leading Edge have promised that there'll be serial-linkable, eight-player-at-one-time bombing fest. *Format* can hardly wait.

BLITZ BOMBERS
AGA Amigas ■ Leading Edge
01302 890000

Dyna-Blaster, Bomberman, Super-bomberman. They all have one thing in common. They promote rampant individualism and outrageous aggression, while at the same time encouraging people to blow up and kill their friends. Wahey.

Everyone who's anyone should know by now just what's involved. You control a little geezer who has to rid a maze of the blocks standing between him and his opponents. He does this by blowing them up with a bomb.

Sometimes, blown-up blocks reveal a power-up underneath which can offer the player anything from a time-delay, to extra power in the bomb's blast area. Part of the secret of winning and killing the others lies in using the power-ups to best advantage.

So, considering Dyna-Blaster's been around for an age and a day, what does *Blitz Bombers* offer that hasn't already been taken care of by the aforementioned classic.

The first thing you'll notice, especially if you've already tried out our Coverdisk demo, is the sheer number of power-ups and bonuses employed by the game.



BLITZ BOMBERS: Plenty of power-ups and tunnels to hide in. Should be fun.

expect to meet: cars travelling in the opposite direction, tractors chugging along slowly, level crossings packed with car damaging trains, stupid sheep and hazardous junctions that present, er, a hazard.

According to Black Legend, the design of the race tracks will also enable astute drivers to cash in on the vulnerability of the computer-controlled opponents. By driving in front of them, the player can force the cars to spin out and crash.

It can be assumed that *Leading Lap* isn't an out-and-out serious racer. It does, however, offer a serial link option, which always counts highly in favour of a game with *AF*. Owners of accelerated Amigas will find that they can turn on extra graphical detail. Another plus in our book. The full game will be ready for review next issue – until then, take a look at the grabs and wait in anticipation.



BLITZ BOMBERS: There are going to be over 80 screens worth of bombing action. One to look forward to.

Most importantly, for top, multi-player fun at least, is the inclusion of a serial link option, which means that up to eight players can play against each other at the same time. You'll need two screens and two Amigas, but that's as good a reason as any to make new friends.

Leading Edge and Guildhall still haven't set a definite release date, but when they do, rest assured we'll let you know.

LEADING LAP
1Mb Amigas ■ Black Legend
01438 840004

If half the promises made of *Leading Lap* from Black Legend are true, then this is certainly going to be a 3D driving game to look forward to.

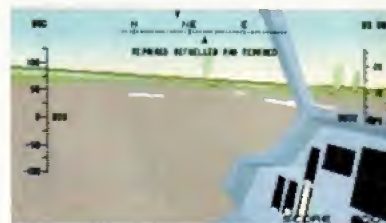
Hailed as an F1GP beater, the races take place not only on the race track, but also on normal roads both city- and country-based. Therefore,

LEADING LAP: Hailed as an F1GP beater, we'll wait until we see the whole game.



LEADING LAP: Races will take place over several scenarios. Watch out for the sheep.

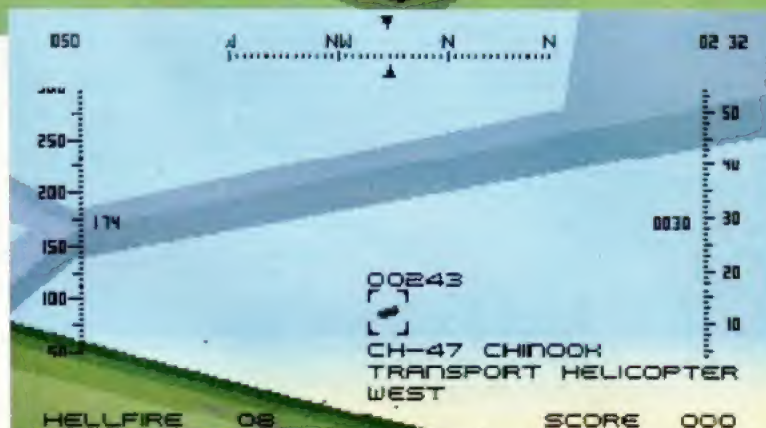
Steve McGill makes himself comfortable in the virtual cockpit, ready for take-off in this sophisticated helicopter flight sim.



Coala



Targeting flying targets with Hellfires is easy. Look to the left.



The virtual cockpit in action. Here, we've got a Western Chinook transport helicopter in our sights without having had to line our chopper up with the gun sight. Works beautifully.

THEATRES

There are four corners of the world that can be fought in.



Select where you want to fight.



Western Europe's a bit chilly.



Middle America is cultured.



Little cover in the Middle East.



No protection in Antarctica.

Imagine being given the freedom to fight for the forces of democracy against tyranny or the forces of tyranny against democracy. Imagine being given one of the most sophisticated battle helicopters known to military science to achieve this (ig)noble aim. Imagine no longer, *Coala* is here.

Coala is a helicopter flight sim with a difference. Traditional flight sims rely on all manner of technical frippery and detail to maintain their authenticity and sense of realism. *Coala* ignores all that.

Instead, *Coala* relies on the credibility and realism of the battlefield. Taking place within the confines of a three dimensional, finite, wraparound world, each combat mission and scenario witnesses the forces of the East pitched against the forces of the West.

Dispensing with tradition, in *Coala* you are totally neutral and can choose which side to fight for. The choice is even open to fight against both sides. Although not recommended for obvious reasons, taking everyone on is the ultimate test of the player's combat ability.

As is to be expected of a pseudo flight sim, *Coala* takes place within a three dimensional world. The player starts the game at a Western base within the cockpit of a battle copter; there are four different types to be flown in all.

Controls are simple and easily picked up. All that needs to be done to take to the air is to give the engine enough collective to overcome gravity. The chopper will take off and the player can start moving about. The easiest method of controlling the chopper requires use of the mouse.

Mouse control quickly becomes intuitive and offers the unrestricted freedom of analogue responsiveness.

Even more emancipating is the 'virtual' cockpit. By pressing the right mouse button and holding it down, an unrestricted three dimensional view can be taken. That is, the chopper continues on its path and the view simulates the pilot looking around him.

This is particularly useful when lining up targets. Rather than having to keep the whole chopper in line, the pilot only really needs to get close to the target. From there, it's just a matter of moving the cross hairs of the currently selected weapon system to line up with the unfortunate victim's vehicle.

Tricky to use at first, it soon becomes a cake walk. At times, depending on the enemy you're taking out, it almost feels like an unfair advantage. But not quite. For there is no such thing as an unfair advantage in war. And that's what *Coala* is - total war.

Each of the missions and scenarios has a life of its own. If the player chooses to take no part, the battle will still be decided by the computer participants fighting each other. Part of the strength and believability of *Coala* belongs to the internal dynamics of the battlefield and the artificial intelligence of the battlefield's protagonists.

If desired, this artificial intelligence can be observed by choosing to view any of the planes, choppers, tanks, trucks, etc. in action. It's just a simple manner of selecting the requisite view from the keyboard and cycling through all of the participants until you reach the one you want to follow. It's possible, therefore, to fly with an enemy plane that's just about to take you out with a heat-seeking missile.

The beauty of the views is the ability to look all around the chosen vehicle in a full 360 degree, three dimensional pan. This flexibility can also give the discerning player an insight into the tactics adopted by adversaries, so that more effective counter measures can be taken when going head-to-head.

Of course, there's a pay-off for all of this artificial intelligence and 3D power - that of processor speed. After all, what's on offer here is more than previously offered by traditional sims. Other than Dawn Patrol and Overlord, no other sim has provided a 'virtual'



The view a fired missile sees. Terrific stuff.



Custom scenarios can be made as difficult or as easy as you want. Choose from any vehicle.

cockpit. That *Coala's* is the best and easiest to use is beyond doubt.

But there's a trade-off to be made between graphical detail, processor speed and frame rate. Power-challenged Amigas like the 500 and 600 need a 68020 with 2Mb minimum to run *Coala*. A1200 owners will find that some Fast memory is desirable to avoid a jerky effect.

Luckily, the programmers have included an option screen whereby features such as ground and object detail can be set high to low on a scale of 1 to 10. Other processor-hungry cosmetics, such as horizon detail and viewing distance, are also customisable – so a standard vanilla A1200 runs *Coala* satisfactorily, though not brilliantly.

If you have the requisite hardware (and even if you don't, you can still win it – check out our *Coala* compo on page 36) the question needing to be asked is: "Is *Coala* worth buying?"

The answer has to be yes, but with some reservations. The game, despite some excellent features, looks old-fashioned – no texture maps and a limited palette. The terrain is flat – no mountains or hills to hide behind.

The mission structure is a series of self-contained one-offs, giving the feeling that there is no cohesive sense of progress and that there's no 'bigger' picture within the game. This gives the whole thing the feeling of a glorified, although thoroughly enjoyable, shoot-'em-up.

Despite that, I would still buy *Coala*. You can create your own fully customisable "What if?" missions. It makes intelligent use of the Amiga hardware and it enables you to pit your wits against the artificial intelligence routines of the programmers.

Not yet good enough to be considered a classic, it hints at the sort of 'Next Generation' games a properly powered Amiga is capable of and, as such, deserves to be bought in numbers. Hopefully, the commercial success that the game deserves will encourage the programmers to inject more cohesion and believability into the package for *Coala 2*.

ANATOMY OF A BATTLE

The combat scenarios in *Coala* take place whether the player engages the enemy or not. Tabs can be kept on the progress of all vehicles by cycling through the view button. This lets the player visualise the 'bigger picture'.



This is your chopper. Gives a wider field of vision than the cockpit.

Here a Western F15 takes out a Frogfoot with a sidewinder.



Transport trucks pass each other on the right-hand side. Bloody Europeans.



This Flogger is just about to flog Western A10 Warthog.



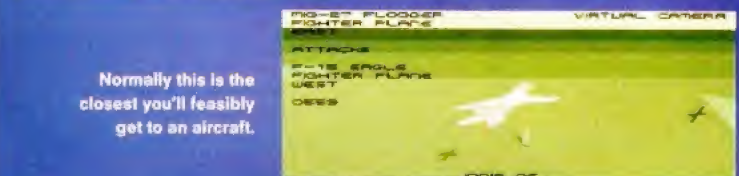
The number of planes taking off can be monitored



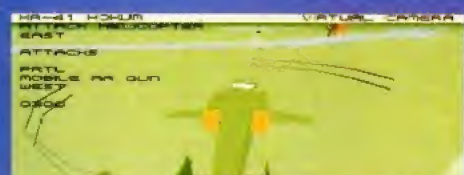
If you're close to the action, you can save units under fire.



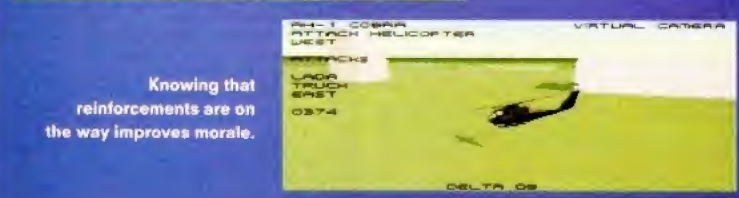
Shooting civilians on the battlefield is a hazard.



Normally this is the closest you'll feasibly get to an aircraft.



The option exists to zoom in on the viewed vehicle.



Knowing that reinforcements are on the way improves morale.



COALA

Publisher	Empire Interactive
Price	£29.99
Versions	One ECS/AGA version
System requirements	A500/600 with 68020 2Mb RAM
Release date	November

Graphics	7 out of 10
Old-fashioned. Even for a flight sim.	
Sound	8 out of 10
Surprisingly good. Gives clues to enemy's location.	
Addiction	8 out of 10
Surprisingly addictive. May flag after a couple of weeks, though.	
Playability	9 out of 10
3D graphics and virtual cockpits are made for each other	

Overall verdict
If you don't like flight sims but still want to fly, *Coala* is the game you've been looking for.

85%

There is no such thing as an unfair advantage in war. That's what *Coala* is – total war.





The charts are copyright ELSPA.

Fears straight into number one in the Top A1200 game chart upon release. Will *Alien Breed 3D* follow in its footsteps next month? Stay tuned!

The Top Games

CLOCKWISE FROM LEFT: Premier Manager 3, Ultimate Soccer Manager, Colonization, Sensible Golf.

CENTRE: Player Manager 2.

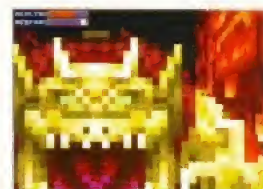
Weekly chart updates can be found on FutureNet, Future Publishing's own Internet site: <http://www.futurenet.co.uk/computing/amigaformat.html>.



FEARS: Straight to number one upon release. It'll be interesting to see how it stands up to *Alien Breed 3D* when it arrives.

Top-10 CD32

- Gloom** FG91%
Black Magic
- PGA European Tour** 83%
Ocean
- Microcosm** 40%
Psygnosis
- Super Skidmarks**
Acid FG92%
- Rise of the Robots** 18%
Mirage
- Jetstrike** 78%
Rasputin
- Morph** 78%
Millenium
- Subwar 2050** 87%
Microprose
- Liberation** FG91%
Mindscape
- The Chaos Engine**
Renegade FG92%



GLOOM: Still reigning supreme with the CD32 faithful. Good taste abounds.



MICROCOSM: Fulfilling the cheap gaming maxim of "Crapp does sell".

Top-10 Budget

- Indiana Jones** 81%
Kixx
- The Settlers** FG94%
Blue Byte
- Zeewolf** FG90%
Empire
- Formula 1 Grand Prix** FG94%
Powerplus
- Dawn Patrol** 69%
Empire
- Monkey Island 2** FG95%
Kixx
- Mortal Kombat** 74%
Virgin
- Space Hulk** 77%
Hit Squad
- Kingpin** 67%
Team 17
- Syndicate** FG94%
Hit Squad

Top-10 A1200

- Fears** FG92%
Manyx
- Gloom** FG91%
Black Magic
- Ultimate Soccer Manager** 84%
Impressions
- The Lion King** 69%
Virgin
- Jurassic Park** 74%
Ocean
- Sim City 2000** FG90%
Maxis
- Pinball Illusions** 88%
21st Century
- Guardian** 88%
Acid
- UFO: Enemy Unknown** FG90%
Microprose
- Morph** 78%
Millenium

THIS MONTH'S FULL-PRICE TOP-20

- (1) **Player Manager 2** (Anco/Virgin) 81%
- (3) **Sensible World of Soccer** (Renegade) FG95%
- (2) **Premier Manager 3** (Gremlin) 85%
- (6) **Ultimate Soccer Manager** (Impressions) 84%
- (7) **Colonization** (Microprose) FG95%
- (4) **Sensible Golf** (Virgin) 81%
- (9) **Super Skidmarks** (Acid Software) FG92%
- (Re) **PGA European Tour** (Ocean) 83%
- (10) **Fifa International Soccer** (Electronic Arts) 79%
- (New) **Starlord** (Microprose) 52%
- (8) **Skidmarks** (Acid Software) FG90%
- (16) **Tactical Manager 2** (Black Legend) 55%
- (15) **UFO: Enemy Unknown** (Microprose) FG90%
- (12) **Rise of the Robots** (Time Warner) 18%
- (New) **Ishar Trilogy** (Silmarils) 82%
- (14) **Jungle Strike** (Ocean) 87%
- (11) **Kick Off 3** (Anco) 75%
- (Re) **Football Glory** (Black Legend) 80%
- (13) **Combat Classics 3** (Empire) Not reviewed
- (RE) **World Cup Year 94** (Empire) 85%

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Looking for some atmosphere, fear, excitement, tension, apprehension, and fun? Steve McGill was. He found it when he reviewed *Breed 3D*.



Alien Breed 3D

There's no doubt about it. This Christmas is going to witness the biggest fight the Amiga, Amiga owners, and Amiga developers have ever seen since the Amiga concept became reality.

That this fight could alter the course of home computing history is beyond question. If the Amiga does the unimaginable, and loses, it'll herald a sad sad era of darkness and techno slavery for Amiga owners, Joe Public, and the rest of the World.

A grave scenario indeed. And one that must never be allowed to happen.

The Amiga succeeded despite Commodore's inept marketing strategy. It succeeded because it captured the imagination of the imaginative, the creative, and the visionary. It succeeded because it was the computer of the people. And most of all, it succeeded because the people loved it.

That it can fight back and again win its rightful position of prominence is going to be more difficult than ever before.

External forces with more money and bigger marketing budgets than you could throw a Third World country at will be out in full Stormtrooping jackbooted media imperialistic force.

Fight back

But the Amiga can resist. It's in possession of the most powerful

marketing force known in the world. A force that can't be bought or silenced or bullied or ignored. And that force relies on people talking, for it's nothing more nor nothing less than word of mouth.

Amiga owners talk to each other more than any other gaming fraternity. It's word of mouth that keeps the Amiga alive. It's word of mouth that keeps the Amiga something that's never done

vibrant. It's word of mouth that keeps the Amiga exciting.

So, I've kept you waiting this long and still haven't mentioned *Alien Breed 3D* from Team 17. Hopefully I've made a point of sorts about the Amiga's strength and the inherent power of word of mouth.

I say hopefully, because I'm going to ask you a big favour; something that I've never done

Continued overleaf →



Blowing up barrels can be fruitful. Creatures can be killed in the blast and sometimes they hide ammo.

■ Be prepared to have your imagination captured as the game immerses you in a dangerously harsh world.



The hounds of hell are staple cannon fodder fare in *Breed 3D*. Never lose respect for them or you'll die.



ALIEN BREED 3D

Publisher

Team 17

Price

£29.99

Versions

A1200/A4000

System requirements

2Mb

Release date

Out Now

Graphics 9 out of 10

Fast, smooth and very convincing.

Sound 9 out of 10

Convincing, eerie, scary, and frightening.

Addiction 9 out of 10

The world pulls you in and invades your imagination.

Playability 9 out of 10

Balanced, poised, atmospheric, intuitive, fantastic.

Overall verdict

They said people bought PCs to play *Doom*. People should buy A1200s in droves to play *Alien Breed 3D*. One of the finest Amiga games ever.

93%

Underwater pools often conceal useful pieces of equipment like medi-kits, guns and ammo.

← before since joining *Amiga Format*. The favour's simple – get in touch with Team 17 by whatever means are available: e-mail, net access, phone, write, parachute... anything.

Tell them how good *Alien Breed 3D* is. Tell them what you like about it. Tell them what works and what doesn't. Tell them what you'd like to see improved.

But most of all, ask, plead, beg, grovel, implore and petition them not to leave the Amiga market. The market needs them to produce more games like *Breed 3D*. The market needs more games like *Breed 3D*.

Simply the best...

For Breed 3D is quite simply one of the best games ever to appear on the Amiga. It exploits the AGA hardware, injects it with euphoric gameplay and, at the same time, radiantly displays the potential that lies in the heart of a well-coded A1200.

Be prepared to have your imagination captured as the game immerses you in the dangerously harsh world of the Breed and their foul brethren. Feel the adrenaline invigorate your senses as you frantically switch between out-and-out fearless aggression and cringingly fearful, trembling paranoia.

Yes, *Breed 3D* does all that, plus



"Pchoom Kchack" said the double-barrelled, pump-action shot gun as it killed a baddie.

some more, to the player as they play. Put it down to the perfect balance of design, aesthetics, gameplay, intuitive control, involvement, consistency, internal dynamics and fun.

The layout of the sixteen levels is believable enough in an Alien kind of a way. There are no pointless dead ends. There are extremely atmospheric, submerged areas. And, *Doom*-beatingly, the levels have different floor layers requiring the traversing of stairs, ramps, lifts and other obstacles to access them.

Frustratingly, though, there is no map to access. But, by way of compensation, changes in wall and floor textures in the various sections helps compartmentalise the levels and keep everything at a manageable, memorable level,



You don't meet a dead bloody monster for ages. Suddenly two come along at once.

alleviating, to a limited degree anyway, the need for a map.

The choice is yours

Married to the design of the levels is an intuitive control system, offering maximum flexibility and degree of choice:

Keyboard control can be completely reconfigured to the player's choice, although it's unlikely to be changed from the pre-set keys. Mouse control is possible also, but it wasn't my control system of choice.

The joystick is okay, but wilts slightly in front of the might of the keyboard. The best system is probably that of CD³² controller use – you can run, duck, fire weapons, operate lifts and doors, select weapons and, most importantly, use

I KNOW SOMETHING YOU DON'T KNOW

One of the strategies that can make all the difference in the survival stakes is that of secret rooms and alcoves. They often conceal caches of ammo, medi-kits, weapons, or all three. It can be difficult to spot them, but not impossible.



Mindful that there are secret doors waiting to be found, you decide to press space...



...when suddenly, hey presto, a door appears. Aren't you glad you're alive.



What's that strange rippling over there on the left? If you're not sure, it's always...



...worth investigating. Because it might just lead to a precious little find like this one.

He hasn't been using Oxy10, so it's time to Oxy-cute him.

LOOK OUT BEHIND YOU!

First person perspective limits what you can see. To compensate, a key's been provided that lets the player look behind them quickly and safely.



Trading as carefully and as quietly as possible, you aim to take a quick peak round the corner.



But what's this. A quick glance over the shoulder reveals skulduggery plans afoot. Turn round quickly and blast him.

the sidestep easily in a devastatingly effective manner. In all, a tremendous selection that should see everyone but DC Thomson of Dundee happy.

The monsters inhabiting the levels are various and present their own little problems in choosing the most efficient method of dispatching them. Unlike the monsters in Fears, *Breed's* denizens exhibit a limited believable intelligence. They run about a bit, dodge, weave, and attack you at every opportunity.

As expected, different weapons do different types of damage and it's in this area that players should familiarise themselves well. It means the difference between success and death. The weapons sound wonderful when fired. Although the double barrelled shotgun acts as a pump action – quirky.

A sounding success

While on the subject of sound, it deserves a special mention. It enhances and expands an already bristling atmosphere.

When walking through levels that are semi-submersed, the

splash-splash of wet footsteps, the occasional howl of distant breed, the reflections from the graphics, the squeal of monsters that have been shot all meld together and pull you into a disturbingly violent, unfriendly world.

It's you, your wits and your weapons. And that's tops.

To finish off, the way the game makes use of accelerator cards deserves a special mention (see our enhanced gaming feature starting on page 33). With an accelerator fitted, everything becomes silky smooth and can easily live with the Dooms and Marathons of the world. Their use further enhances the credibility and immersion factor of the game's scenario.

So, if you own an A1200, or are about to through the Amiga Magic pack, buy *Alien Breed 3D*. Convince Team 17 that their plans to leave the Amiga market would be a tragedy for them and Amiga owners throughout the world.

Convince them that there's still a lot of respect for their Amiga-ware out there. Buy *Breed 3D* and convince them. Make *Breed 3D* the smash it thoroughly deserves to be.



A QUESTION OF DETAIL

Format is the first magazine to highlight the detail feature that can toggle between Gouraud shading, texture mapping, shaded floors and no shading at all. These features help maintain running speed.



In this screenshot you can see that we've switched off all of the detail for the floors and the walls. On an unexpanded 1200 it runs smoothly.



Here we've got all the textures switched on. It's more realistic and adds to the atmosphere and feeling that you're immersed in another world.

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and a couple of gags...



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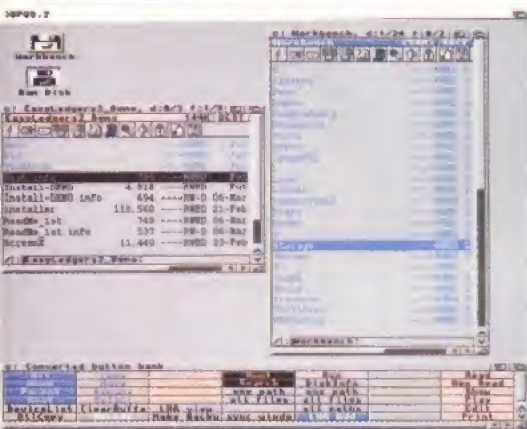
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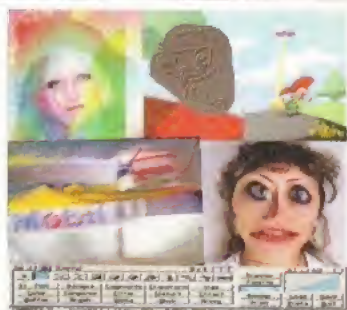
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SEVEN SHOOTERS! TEN SHOTS!

ONE POISONED FLECHETTE FIRED FROM AN UMBRELLA!

And that's just one of the less fanciful theories surrounding the November 1963 assassination of President John F Kennedy in Dealey Plaza, Dallas. This month, we pay homage to the man (briefly) and sift through the facts, mumbled half-lies and contentious Mafia-related conspiracy theories to bring you our deeply personal account on what we think happened, according to the subject the reverential degree of sombreness and respect that it deserves.



So take time out from the previews (Ubi Soft returning to the Amiga shocker!), the reviews (21st Centuries' Pinball Mania bundled with the new A1200s and not very good at all shocker!) and our hefty hints and tips section to digest THE TRUTH.

Could Lee Harvey Oswald have hit Kennedy from the Book Depository window? Why aren't the British any good at political assassination? And who else could have possibly done it? We reveal all. Sort of.

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THE TRUTH IS IN HERE



Being aimed at three-year olds upwards, we decided to get **Richard Jones** to take a look at this game; he's the biggest kid we know.



Percy. What sort of a name is that?

Thomas The Tank Engine's Pinball



In days of old, we used to call Oliver Reed, Oliver Big Toby. Oh, how we laughed.

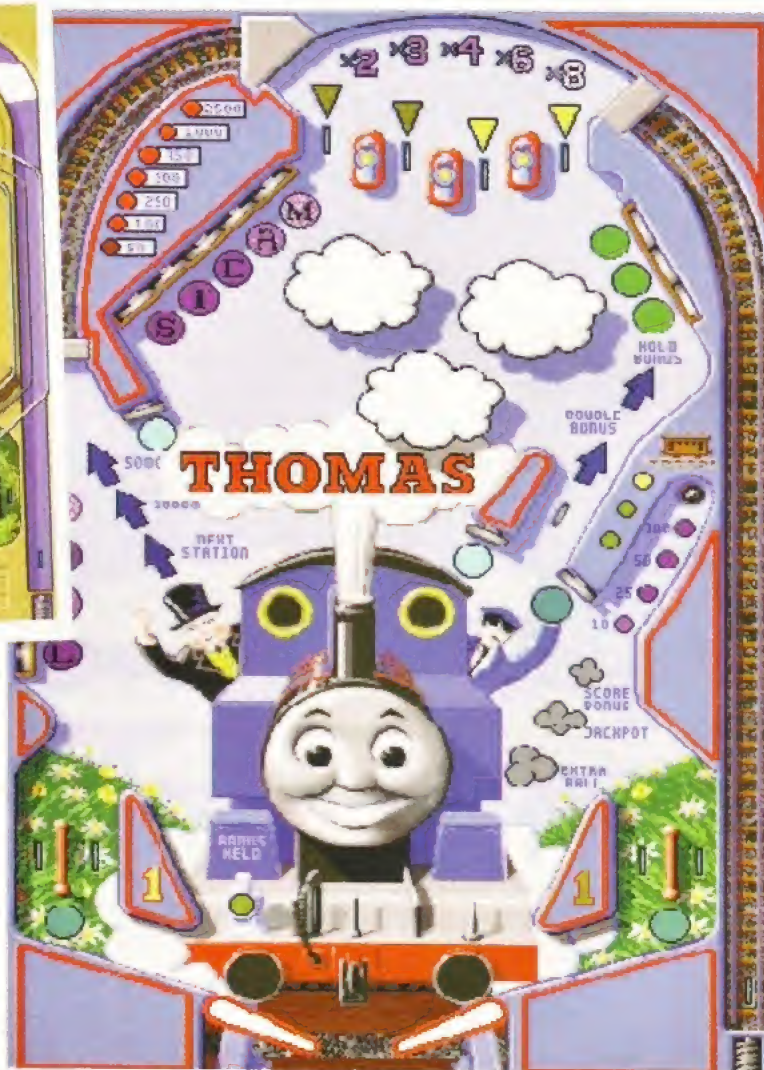
I've got a problem with computer pinball games. Football, golf, cricket and darts, I have played and enjoyed on the Amiga - but pinball? Nah.

To play all the other games involves some measure of organisation and effort (both physical and financial - yes even darts), but pinball? If you've got a pound in your pocket and are in the centre of a large town, you will be surrounded by all manner of *real* silver ball opportunities in arcades and pubs.

And I'm afraid no Amiga games can come close to the thrill of the real thing - not Pinball Dreams, Pinball Illusions, Pinball Mania and, no, not even the cute *Thomas The Tank Engine's Pinball*.

Now, I will readily admit that if you are three years old (Thomas is aimed at age three upwards), you are unlikely to find yourself with a pound in your pocket in the centre of a large town with time to kill. If you do, you are lost, or your parents have abandoned you. Find a policeman immediately.

So, in that sense, I suppose comparisons with the real thing are a



Look closely and you'll see that there are no exit lanes on the right or the left. The only way a ball can be lost is if it manages to go between the two flippers. Lots of fun for, you know, kids.

tad inappropriate. Anyway, what's it like then, this steam-driven pinball affair? Well, it's OK, but not much more than that.

There are four tables (Thomas, Percy, James and Toby), multi-player options and it all works reasonably well - the ball rolls towards the flippers, you hit it and it bounces around the table until it goes out.

Some of the shots are very difficult, and some are virtually impossible, but that's no different to other 'adult' tables. It all scrolls reasonably well, it's bright and

colourful (kids are bound to like it) and, well, it's a perfectly functional kids' pinball game. Buy it if you want a reasonable kids' pinball game for your Amiga.

However, there is an alternative. Have you thought about investing in a sturdy box, or crate? If you do, you can visit your local, child-friendly pub, put £1 in the pinball machine, place the child on the sturdy box or crate facing the table, repair to the bar and leave your offspring playing the real thing and annoying everyone within a 10-yard radius.

THOMAS THE TANK ENGINE'S PINBALL	
Publisher	
Alternative	
Price	£16.99
Versions	A1200
System requirements	2Mb RAM, AGA chipset
Release date	
Out now	

Graphics	8 out of 10
Cute engines and flashy things in all the right places. Choo and, indeed, choo.	
Sound	7 out of 10
Jaunty and lively. Should please most kids.	
Addiction	6 out of 10
Mildly diverting in a soporific sort of way.	
Playability	7 out of 10
Mostly on the right track, but some of the shots are virtually impossible.	
Overall verdict	

Hardly the ultimate pinball experience for kids, but pleasant enough nevertheless.

79%

■ It's a bright and colourful (kids are bound to like it), perfectly functional kids' game.

I haven't been karting since a holiday to Blackpool as a 9-year old howls **Steve Bradley**. A chequered career, or a chequered flag for this kart-'em-up?

Virtual Karting



Those two things at the front of the car are feet. They move too.



Virtual Karting isn't exactly overweighed with options. There are only three tracks and the learning curve on these is incredibly steep, but at least there are two high-powered cars.



The 2D overhead view at least offers a clue as to where you're going.

After battling with these darned karts for a while now, I'm still at a loss to understand *why* the programmer has not included the fire button as an option to use as an accelerator, instead preferring the gamer to struggle manfully with the forward position on the stick/pad, and *why* he's not bothered to proffer the keyboard as a control method?

Dropping in these two simple fellows would have improved the shebang considerably. They could still

not, however, mask the fact that *Virtual Karting* is a game that the Amiga does not need.

Conveniently forgetting for the moment that there is a dearth of karting games on the market, I would suggest that any supporter of the racing genre will already have a game in their collection which is considerably better than this.

The Lotus games, bless 'em. Good ol' F1GP. We won't mention Micro Machines, or Super Skidmarks. There's many more...

Before we continue, don't go thinking that some of the screen shots that dot around the pages are representative of the game.

Our picture grabber had all kinds of trouble with this game. No, *Virtual Karting* is prettier, much smoother-looking and doesn't have all the dodgy lines across it. Our apologies.

Virtual Karting is fully texture mapped and this, it seems, is its USP (that will be Unique Selling Point - and who left that damn marketing bible around).

"Oh my giddy Aunt," you exclaim upon discovering that the game runs between 25 and 50 frames per second, depending on whether your machine accelerates faster than one of these here karts.

Virtual Karting seems to set great store by its technological 'innovations'. Sadly, it really is not a wildly impressive visual experience.

Hang it, I don't care a jot whether it's texture mapped or novamura-d (that bumpy wallpaper, you know), I want to get in a little buggy - one which I can safely negotiate around bends - and drive very quickly over a variety of courses.

But this game offers no real feeling of speed. You can watch a speedo in the bottom, left-hand corner of the screen and see the old KPH steadily rising, but back in the hotseat you still feel like a pedestrian.



We have to hold our hands high in the air and say: "Sorry Guv". These screenshots aren't ones that we've taken ourselves, simply because those that we captured looked awful - our machine's fault. Unfortunately, though, the game looks better than it plays.



The mouse and analogue options are welcome, but what about the keyboard?

There are two ways you can view the races: in 2D or 3D. The 2D option is a straight overhead perspective, while the 3D view has four slightly different angles.

Overhead, the race seems slower, while the lower the 3D angle, the quicker the car seems to move – although when you're the lowest of the low, it's incredibly difficult to anticipate the bends.

So *Virtual Karting* is best played in the highest of the 3D views, where you can get a reasonable sensation of speed while at the same time traverse the bends with as much confidence as the rather difficult to get the hang of control method allows.

In the 2D mode, you can play half screen and the actions are hot pace-wise, though a magnifying glass would be a bonus.

Back to the control method. Holding the joystick/pad forward and controlling the kart to any degree of accuracy is an awful task.

You sway this way and that, oversteering and bumping off course on to the (texture mapped) grass which slows you to snails pace.

It's not such a problem on the beginners course, but once you hop to the next two it's terribly frustrating, particularly on the really tight horseshoe bends.

Yes, I know practice makes perfect, but anyone who's played



One would imagine karting around a Parisian park to be incredibly exhilarating. In real life it probably is, but this 'realistic' karting simulation is less satisfying.

any racing game will know that using the fire button to accelerate is much more satisfying and a darn sight more concise. So actually the mouse control is probably best.

If I was of London extraction I would suggest: "OTM, SORT IT OOOUUUUUT".

It's a shame really. The programmer, Fabio Bizzetti (possibly an Italian fellow) is obviously dedicated to the Amiga, and the work on the graphics and pre-race fly-bys is tremendous, but *Virtual Karting* is a triumph of design over content. Three courses and two cars (100cc and 125cc) – with no championships or leagues to compete in.

But, hey, the texture mapping, the frames per second, I almost feel apologetic – certainly the technical feats of the game are quite tremendous – if the Amiga had an '030 as standard this could have been developed into a much smarter, faster, more enjoyable game.

But when the car is the very devil to control, when the sound-effects are tinny and you feel like you're trundling along in a milk float, something has obviously gone wrong.

As an attempt at producing a 'realistic' karting simulation, this may well be visually excellent, but, as exciting driving games go, it's certainly left in the lower rankings.



VIRTUAL KARTING

Publisher	OTM
Price	£24.95
Versions	AGA
System requirements	A1200/A4000
Release date	
Out Now	

- Graphics 7 out of 10
They're texture mapped, don't you know. Anyway, not bad.
- Sound 4 out of 10
Tinny, but then that's how karts sound, right?
- Addiction 4 out of 10
Erm. No.
- Playability 5 out of 10
Dreadful method of control – easily remedied.

Overall verdict
Virtual Karting should be virtually carted off for a quick gameplay fit.

62%

You sway this way and that, oversteering and bumping off course on to the grass.

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Steve McGill certainly knows his winners from his losers. Check out our regular page for which games to go for and which to avoid at all cost.



Games Check



FEARS
(AF76; 92%) Manyx
Truly inspirational use of the AGA chipset merges with a Doom-clone so tough that it probably offers the best value for money of any game on the market at the moment.

Also included is an editor and advanced editor to create your own dungeon scenarios, as well as that all-important link-option, enabling you to hunt down and kill your best friends.

ODYSSEY
(AF76; 85%) Audiogenic
Beautiful little platform-based arcade adventure that plays at a pace set by the gamer himself. It can be fast; it can be slow; it can be in between.

Requires a bit of thought on the best way of overcoming seemingly insurmountable problems, but the ability to change into any one of ten creatures certainly helps. Great!

SUPER STREET FIGHTER 2
(AF75; 88%) US Gold

Despite the smallness of the sprites, the excessive number of disks and disk swaps, *Super Streetfighter 2* manages to capture the gameplay, combos and special moves of the arcade original in a way that excited our resident *Streetfighter* champion, Graeme Sandiford to sum it up as: "Surprisingly good, except for the graphics".

VIROCOP
(AF73; 83%) Renegade
Top Amiga writers, Graftgold, returned to the fray with this slick, polished shoot-'em-up, packed with neat, graphical touches and,

shock, some *good* music. A game within a game, you battle through various game genres, blasting all and sundry.

The writers have payed obvious 'homage' to games such as Chaos Engine and Cannon Fodder, and the graphical references are not very difficult to spot. Almost too cunning.

COLONIZATION
(AF74; 95%) MicroProse



The biggest score in AF since Sensible World of Soccer scored the same last Christmas, Sid Meier's follow-up to Civilization is a fabulous, strategic journey to the Americas in which you attempt to wrest control of as much land as possible, through means foul or fair. Trading is the best way to succeed - importing and exporting. Oh, it sounds dull, but very few games attain the same high standards as those of *Colonization*.

ROADKILL A1200
(AF74; 80%) Guildhall Leisure

Rumbling rock music, heaven-sent explosions and graphics to kill for, this one-player racing game includes rockets, homing missiles and handy on-screen hints. Normally, we at AF slash scores with abandon if the programmers fail to offer a two-player or link option, but this is so tidy, all is forgiven. Worthy.

SENSIBLE GOLF
(AF74; 81%) Virgin

An ambitious project for *Sensible* to take their Amiga-bow, but they just about pull it off in this quirky, overhead golf-sim. Sure, some of the holes are ridiculous, and it takes time to learn the ins and outs. But Steve Bradley liked it and he must be right, right?

GLOOM A1200
(AF75; 91%) Guildhall

One of the main contenders for the accolade of top Doom-clone on the Amiga, *Gloom* was created, developed and programmed using Amiga-only software: Devpac2, Blitz Basic2, Art Department Professional and Deluxe Paint.

It puts the proverbial finger up to developers with pretensions of global grandeur and proves that you don't need a marketing-budget the size of a lottery-win to create successful, exciting games. ☺

DISASTER AREA

Cover thine eyes, sweet child, from these ABOMINATIONS

BRAVO ROMEO DELTA
(AF76; 30%) Guildhall

Up to the minute political topicality is merged with a backward, awkward control system from the heady world of IBM PC compatibles in the '80s.

Anyone in their right mind should avoid at all costs. It looks and plays absolutely horribly and should be made to suffer from mutually assured destruction.

SUBVERSION
(AF76; 10%) Guildhall

Any feature of a game can be twisted round and made into a benefit. So, from an advertising point of view, *Subversion* boasts hundreds of thousand of different combinations of play and ten levels of difficulty. In reality, it presents you with one sub-standard ZX Spectrum screen which is so poor it doesn't even make it on to the glosily packaged box. Avoid.

HOLLYWOOD HUSTLER

(AF77; 15%) Desert Star
An anomaly of a release, especially when the price of £24.95 is considered.

Poker games abound in the Public Domain and many of them are far superior to this, both in presentation and the style of Poker played. No redeeming features. Not even the crudely digitised graphics and speech can save it.



ODYSSEY: A beautiful arcade/adventure/platform romp which strikes a beautiful balance between gameplay, pace and fun. The main character can change into any of ten creatures.

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 PA 177 **4 STROKE ENGINE ANIM** A good hires engine animation
 PP 220 **DIET OR DIE (2mb)** Crazy animation about dieting
 PP 221 **ALIEN PATROL (2mb)** A good spacey animation
 PP 222 **DEATHWALK ANIMATION (2mb)** A bankraid with a difference?

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 PB 076 **DDBASE V6.76** A fully featured database. Stores text, pictures, modules, samples, etc.
 PB 078 **TEXTPLUS v5** Latest version but needs harddrive, archived
 PB 079 **PHONE LOCATOR** Excellent. Find the area of any phone number, includes new codes
 PB 080 **EASYSAT** Statistics program
 PB 087 **LITTLE OFFICE 2** Database, Spreadsheet & Word processor

LATEST DEMOS

- Note: All are AGA and rather good. Fill yer boots!
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 PD 320 **OXYRON: TEMPLE OF DISEASE**
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 PD 327 **DUPLO: MUCH ADO**
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 PD 344/5 **VIVAT SLOVAKIA (2)**
 PD 348/50 **ARTWORK: GREENDAY(3)** HD only
 PD 352 **STELLAR: HUMAN**
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 PD 315/6 **ABYSS: DRUGSTORE (2)**
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GAMES

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 PG 650 **DELUXE PACMAN (AGA)** Excellent Pacman! Look no further for a great game
 PG 651 **BREAKING BRICKS (AGA)** Very nice Breakout. Archived for HD only
 PG 653 **COINMANIA** Nice puzzle... Careful, the floor is collapsing! Shareware
 PG 654 **CHAOS** Old 8 bit style dungeons & wizards game

A SELECTION FROM OUR CATALOGUE

- IMPORTANT Some of the following programs maybe shareware, and you may have to send a fee to the author to get a full working copy.
- PU 207 **SID2 + MULTIDOS** transfer files between the Amiga and a PC
 PU 230 **PRINTER DRIVERS** Inc latest Seikosha, Star, & Citizen drivers
 PU 367 **ESSENTIAL PRINTING UTILS** Banners, labels, cassettes etc
 PU 167 **MULTIPLLOT** Data plotting program
 PU 204 **GATORS GRAPHICS TUTORIAL** Super D'Paint hints and tips
 PU 246 **FREECOPY V1.4** Removes 'Passbook Protection' on some games
 PU 426 **LOCKPICK 2** Disk copier which may also unprotect programs
 PU 697 **TUDE** The ultimate degrader and enhancer disk
 PU 421, 427, 623, and 724 **ASI DISK HELPERS 1 to 4 (4 disks)** A selection of essential utilities. Includes: Disksalv2, Decopy 3.1, Diskmate, Install Master, Assign Manager, SuperDuper 3.1, Bad Format 4.0, ClickNot v37.3, Guitarc 1.22, Mformat, DiskMaster v3.99 DB v2.0...and more!
 PU 625 **SNOOPDOS v3** Dos program problem hunter
 PU 714/6 **ICON ARCHIVE** A massive 3 disk collection of icons
 PU 728 **ICONTOLBOX v2.12** Icon creation utility disk
 PU 683 **CAPTIONATOR v2.0** Improved TV titler. New fx, fonts, etc
 PU 712 **PROTITLER** Excellent shareware video titling
 PU 659 **SCION v3.13** Genealogy program, appears to be well set out
 PU 293-317 **HAM RADIO SET** 25 disks for only £15.00
 PU 759 **VIRUS WORKSHOP v5.1** Latest update
 PU 692 **VIRUS CHECKER 6.47** Latest version
 PU 761 **MAGIC WORKBENCH 1.3** Now works on the Amiga 1.3 (HD)
 PU 762 **PC TASK v3.10** Latest version of this PC emulator
 PU 763 **DOPUS COMPANION** Useful extras for directory Opus
 PU 765 **AMIGA FAX v1.42** Latest version
 PE 030-2 **ELECTRONIC MUSIC** Desktop guide to electronic music(3)
 PT 093 **OCTOMED TUTOR** A simple to follow tutor
 PT 174 **OCTAMED V4** Great music package. Latest PD version
 PE 007/8 **LEARN & PLAY** Word & number games for ages 5-10 yrs(2)
 PE 027 **AMIGA BEGINNER** Help and info on the Amiga
 PE 035 **KIDS DISK 1** Alphabet & Colours. Great for pre-school

- PG 655 **WOLF 3D(AGA)** Wolfenstein demo. needs a fast processor to play
 PG 665/6 **JSB GAME(2)** Great little Jet set willy type platform, with editor
 PG 667 **DOOMER (AGA)** Another Doom type game, this needs a hardrive
 PG 670 **LEGEND OF FALCONIA** Nice graphical adventure, shareware
 PG 671 **CRITICAL HIT** Tabletop wargaming! shareware
 PG 672 **CRUNCH CRUMBLE & CHOMP** Monster crushing the city game
 PG 673 **BOB THE AMAZING LEMON** A new Pacman with many levels
 PG 674 **DUCK DODGERS** An excellent platform game, get it
 PG 675 **DR STRANGE II** Another great platform game, similar to Space Panic
 PG 676 **EGG SCRAMBLE** Crazy but colourful platform game
 PG 677 **BLOOMIN ECK!** A Karoke machine for your Amiga?
 PG 679/80 **SUPER COMBAT 3 (2)** A Midi controller program
 PG 681 **MARATHON** A 2 player shoot em up
 PG 682 **FRIDAY NIGHT POOL** A great pool simulator, shareware
 PG 683/4 **DATASTORM (2)** Nice graphical adventure game
 PG 685/6 **COARSE ANGLER (2)** This is different, a fishing game
 PG 687 **SUPER SKIDDY THINGS 3** Sort of skidmarks on ice?? shareware

MUSIC UTILITIES

- PT 177 **LOOM (Demo) 4mb min** New method to compose music on the Amiga A1200.
 PT 178 **OCTAMED 6 DEMO** Great preview of new version
 PT 182/3 **DX7 BANKS (2)** Two disks of sound banks & single voices for the Yamaha DX7 synth
 PT 188/90 **PD SOUND FX VOL1-3** Three disks full of useful IFF sound effects
 PT 192 **PH KAREOKE** A Karoke machine for your Amiga?
 PT 220 **THE MUSIC WEB** A Midi controller program
 PT 222 **PRO WIZARD -2** Converts wierd formats to standard Protracker format
 PT 223 **MIDIDISK 2** Inc: Midiplay v2.3, Noteon, Accmidimon, Korg host, Sysexpert & Project
 PT 225 **SOUNDBOX v1.99 & PLAY16 v1.4** Two programs which can handle 16bit sound samples
 PT 229/30 **XMAS MODULES(2)** Lots of festive music

UTILITIES

- PU 769/71 **MAGIC EYE (3)** Produce your own magic stereograms
 PU 774 **AUTOSTEREOGRAM v4b** Update to PU661. More features but is a demo version.
 PU 776/7 **INTERNET ARCHIVE (2)** Lots of programs for Internet users
 PU 778 **INTERNET UTILS 2** More useful programs for the net
 PU 781 **COLOUR WB (n1.3)** Give yourself a very colourful workbench
 PU 782 **TRANSITION** This looks to be a good image conversion utility
 PU 783 **IMAGE ENGINEER** Yet another image converter
 PU 799/801 **TERM V4.3 (3)** Comms program
 PU 805 **SHAPESHIFTER V3** Excellent Apple Macintosh emulator. Needs MAC 512 or 1mb Roms
 PU 815 **DISKMAG CREATOR V2.1** Make your own diskmags
 PU 816 **P.I.L.O.T.** Programming language with only 5 commands. Originates from BBC
 PU 817 **AMIGA POINT v2.1 (N1.3)** For modems, April, Trapdoor, Fidonet, Nodel, List inc installer
 PU 819 **SWAZBLANKER (AGA)** Another screenblanker program
 PU 820 **AWARD MAKER PLUS** Make your own award certificates
 PU 821 **GENTREE v1.5** A new geneology program
 PU 822/3 **GRAPHICS CONVERTORS (2)** Loads of great conversion programs, many are archived
 PU 828 **MAGIC USER INTERFACE v2.3 (MUI)** Latest update
 PU 829/30 **AMI-TCP v4(2)** This is essential software for Internet, beta version
 PU 831 **VMM v3.0** Virtual Memory Manager. Needs MMU, 030 and up!
 PU 832 **GRAPEVINE** Internet relay chat connector, needs AMI-TCP
 PU 860 **PROTITLER V2** Update of this useful video titler program
 PU 867 **1 R MASTER V3.0** Controller software for remote cameras etc.
 PU 871 **ASSIGN MANAGERS** Programs to help with awkward assigns
 PU 874 **BLITZBLANKER V2.5** Updated version of this fine screenblanker
 PU 879 **SCSI CDROM DRIVERS** Very useful if you have a drive for your Amiga 1500-4000
 PU 895 **INFOCOM INTERPERETER** Port Infocom adventures to the Amiga & run them directly
 PU 897 **MAGNIFICAD** Nice cad package
 PU 899 **SUPER LOTTERY** Yet another good Lottery predictor
 PU 901/2 **MAGIC TREK (2)** Lots of Startrek backdrops
 PU 905 to 916 **PAGESTREAM UPGRADE DISKS** From v3.0x up to G. Ring for details
 PU 918 **F1 GP-ED V3.0** Latest version of this game editor

- PE 047/9 **BACK TO SKOOL 1, 2, & 3** Compilation of education progs(3)
 PE 054 **ARTISTIIX** Superb art package for kids. Recommended!
 PE 058 **WORD FACTORY** Brilliant spelling program
 PE 077 **GCSE MATHS** Several lessons and questions
 PE 109 **SPELLTRIS (n1.3)** Educational Tetris Game
 PE 110/1 **STAR TREK GUIDE** Hyperbook Trek info(2)
 PE 112/3 **TC SPACETRAVEL** Demo of Space Travel info program(2)
 PE 116/7 **PHOTO TECHNIQUES** Great photo manual. Good tips(2)
 PB 015 **TEXT PLUS V3** Great shareware word pro, with spellchecker
 PB 019 **BUSINESS LETTERS** Examples of tricky letters. Useful
 PB 020 **TEXT ENGINE 4.0** Possibly the best 'PD' Wordprocessor
 PB 023 **FORMS UNLIMITED** Nice program to create Forms
 PB 038 **BUDBASCE** Comprehensive database. Great docs for beginner
 PB 042 **EASYCALC PLUS** Dos 2.0 or higher Spreadsheet
 PB 046 **PERSONAL DIARY** Simple electronic diary for the Amiga
 PB 065 **ONFORM v1.3** Computerised order form for businesses
 PG 489 **SUPERMEGA FRUITS** A brill fruit machine demo
 PG 508 **ULTIMATE QUIZ** Quiz. More questions available
 PG 510 **PUCMAN WORLDS** Novel Pacman variant
 PG 514 **DELUXE GALAGA v2.4** Mega and classic game
 PG 530/1 **CHANEQUES** Super Lemmings clone. GET IT, its great(2)
 PG 537/8 **CHEATLISTER v3.06** 100s of cheats & solutions(2)
 PG 576 **POKERMANIA** Superb poker machine with loadsa extras
 PG 580 **PSYCHEVAL (Not 1.3)** Just like Alien breed: One level demo
 PG 581/2 **LORDS & EMPIRES (Not 1.3)** Super strategy adventure(2)
 PG 594/5 **MADHOUSE (AGA+HD)** Monkey Island like graphic adv(2)
 PG 600/1 **SKIDMARKS II CARS (AGA)** Extra cars plus install scripts(2)
 PG 596 **JET SET WILLY 3 (AGA)** Super typical Spectrum game
 PG 604/6 **CARD GAMES DELUXE(AGA)** 3 disks Video Poker and Blackjack from Reko
 PD 268 **SOME JUSTICE** Freaky gfx + sounds by URBAN SHAKEDOWN
 PD 287 **ANDROMEDA: NEXUS 7 (AGA)** A must for AGA Amiga!
 PD 297 **IN A WORLD OF ASCII (Not 1.3)** Very clever indeed. All ASCII
 PM 271/2 **CULT TV THEMES** Mods of D/Man, UFO, Capt Scarlet, etc

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- NOTE: Prices are per disk. Each title is over 1 disk!!
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 - GR 05 MORE SPORT (4) More sport!!
 - GR 06 XMAS (3) Great Christmas pics
 - GR 07 WEDDINGS (2) Wedding Images

All New Colour Clipart

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- Sorry, these are just too big for 1.3 Amigas.
- CART 01 ACCENTS & FLASHES (3) Useful
 - CART 02 ANIMALS Animal pics
 - CART 03 BORDERS (2) Coloured borders
 - CART 04 BUSINESS (4) Business, money
 - CART 05 FLAGS Flags of the world
 - CART 06 FOOD Food, chefs etc
 - CART 07 INSECTS Butterflies, Bees, etc
 - CART 08 KIDS Small children
 - CART 09 MAPS Maps of the world
 - CART 10 MUSIC Music related pics
 - CART 11 OCCASIONS Wedding, Halloween
 - CART 12 PLANTS Flowers, acorns etc
 - CART 13 RELIGIOUS (5) 5 disks of holy pics
 - CART 14 SPORT Sporting pics
 - CART 15 VEHICLES Cars, Trucks etc
 - CART 16 XMAS Christmas images

Classic Collection

More than quality, these classic images, many greater than an Amiga Hi-res screen, for use in D'Paint, DTPs, etc. All contained as a slideshow.

- IMPORTANT! (2) custom 2 disk set, too
- ART01 Weddings(2)
 - ART05 Men(2)
 - ART101 Kids(2)
 - ART172 Xmas(2)
 - ART18 Babes
 - ART24 Months
 - ART29 Hobbies(2)
 - ART34 TeddyBears(2)
 - ART39 Floral
 - ART50 Animal Clowns
 - ART58 Travel(2)
 - ART65 Animal Birds
 - ART69 Transport(3)
 - ART71 Woodpecker(2)
 - ART73 Birds
 - ART75 Buildings
 - ART83 Anatomy(2)
 - ART03 Religious(3)
 - ART06 Women(2)
 - ART08 Weddings(2)
 - ART11 Schools(2)
 - ART19 Sport(2)
 - ART22 Flowers
 - ART29 Food(2)
 - ART36 Halloween
 - ART49 More Animals
 - ART54 Xmas(2)
 - ART59 Alphabet(2)
 - ART68 Beast/Myth(3)
 - ART70 Trucks/Trains
 - ART72 Woodpecker(2)
 - ART74 Dogs
 - ART76 Sports-Mac
 - ART84 Camping

Original Clipart Collection

- Collection of hundreds of small clips
- PU 152/3 Animal, Building, People, Art 1
 - PU 154.5 Art 2 (fonts) Arrows, Stars, Explosions
 - PU 156 Education, Financial, Art misc
 - PU 157/8 Food, Drink, Health, Home
 - PU 159.60 Occasions: Weddings, Xmas, Etc
 - PU 161/2 Kids, Family, People
 - PU 163 Signs (Bears, Christmas, Misc)
 - PU 164 Sports
 - PU 165/6 Work and Trades, J, Transport

Colour Clipart

- Please Note: Most of these are in HAM and require D'Paint 4 or suitable DTP program
- CCL 01-10 (10 disks) Maps of the world
 - CCL 11 Reptiles
 - CCL 13 Actors
 - CCL 16 Aircraft/Cars
 - CCL 27 Cats
 - CCL 36 Explorers
 - CCL 41-51 Flowers (11)
 - CCL 55 Frontier
 - CCL 58-60 Insects(3)
 - CCL 76-77 Pre-History(2)
 - CCL 85-87 Reptiles (3)
 - CCL 91-96 Trees(6)
 - CCL 12 Actors
 - CCL 15 Aircraft
 - CCL 18-26 Birds (8)
 - CCL 28-35 Dogs (8)
 - CCL 37-40 Fish (4)
 - CCL 52-53 Fruits(2)
 - CCL 56 Horses 1
 - CCL 63-71 Mammals(9)
 - CCL 78-81 People (4)
 - CCL 88 Ships
 - CCL 97-100 Vegetables(4)

Hard Driving!

A selection of Hard Drive Utilities

- PU 686 HD GAMES INSTALLER Installs: Aladdin AGA, Alienbreed 2 AGA, Assassin, Bodyblows, Bodyblows 2, Elfmania, Goal, Isher2, Jungle Strike, Mortal Kombat 2, Rise Robots, Ruff Tumble, Stardust, Superfrog, Walker, Zool 2
- PU 772 HD GAMES INSTALLER 3 [There was no 2?!!] Inc: Alien Breed Special, Beneath Steel Sky, Flashback, Lion King AGA, Parasol Stars, Rise of Robots, Semi World of Soccer, Skeleton Krew, Skidmarks 2, and more
- PU 898 HD GAMES INSTALLER 4 A bumper package! Alien Breed 2, Apache, Apocalypse, Arcade Pool, Assassin, Body Blows (AGA) Crash Dummies, Cyberpunks, Dizzy, KOB (AGA) Lotus 3, Man Ltd, Naughty Ones, Power Drive, Trolls, Ultimate Pinball, Zool (AGA)
- PU 917 LEMMINGS, ARCADE POOL & SETTLERS HD INSTALLERS HD Installers
- PU 064 HARD DRIVE UTILITIES Backup, fixdisk and more
- PU 548 REORG V3.11 Good disk organiser/high speed optimizer with many options. Make a back-up before use!
- PU 574 DISK SALVAGE v211.3 Will recover deleted files and if you are lucky, will recover corrupted ones!
- PU 576 HD CLICK v2.7 A new menu system for your HD. No clicking on icons, just click on an item in the menu
- PU 721 EPU STACKER v1.70 Clever program that increases HD storage capacity
- PU 668 SECURITY v3.71 Good program to protect your HD from THEM!
- PU 425 MAGIC WORKBENCH VERY nice and popular re-designed w/b. (for w/b 2.0 or higher, HD only) plus extras disks
- PU 536 M/W EXTRAS PU 704 M/W EXPANSION A superb set of alternative 16 colour icons for MagicWorkbench. Beautiful! 2 support and extras disks for the above
- PU 824 ROGER McVEY ICONS
- PU 825/6 NEW ICONS & BACKDROPS
- PU 835/6 MAGIC WORKBENCH EXTRAS Vol 1 (2 disks) Lots of great icons, backdrops & more for the unstoppable Magic Workbench! Also contains demo of M/WV2.0 (N1.3)
- PU 837/8 M/W EXTRAS Vol 2 (2) PU 839/40 M/W EXTRAS Vol 3 (2) PU 841/2 M/W EXTRAS Vol 4(2)
- PU 843/4 M/W EXTRAS Vol 5 (2) PU 845/6 M/W EXTRAS Vol 6 (2) PU 847/8 M/W EXTRAS Vol 7 (2)
- PU 849/50 M/W EXTRAS Vol 8 (2) PU 851/2 M/W EXTRAS Vol 9 (2) PU 853/4 M/W EXTRAS Vol 10(2)
- PU 855/6 M/W EXTRAS Vol 11 (2) PU 857/8 M/W EXTRAS Vol 12 (2)
- PU 859 MAGIC SELECTOR Change your Magic Workbench backgrounds & settings at every bootup
- PU 890 MR BACKUP PROFESSIONAL V2.1 Excellent Hard Drive backup software
- PU 575 POWERCASHE v37.115 You need at least an extra meg of memory to use this.
- The program is designed to speed up access time, so things may run quicker. Sounds good and it works.
- PU 828 MAGIC USER INTERFACE v2.3 (MUI) Latest update
- PU 831 VMM v3.0 (VIRTUAL MEMORY MANAGER) Update to PU 660 Use your hard drive as virtual memory.
- Needs 68030/40 processor plus MMU.
- PU 871 ASSIGN MANAGERS Programs to help with awkward assigns

New Owners PD Discovery Pack

Compiled for the new Amiga owner or anyone wanting to discover the wonderful world of Amiga PD Pack contains: Word processor, Database, Virus Killers, Copier, Selection of great games. A stunning demo Plus our latest catalogue. (Please state Amiga model)

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 - PT 198/204 JAZZ-FUNK (7) Super record quality
 - PT 205/7 BLUES Hear it to believe! Superb
 - PT 208/9 RAGGAE Split up, and smile! Bob!
 - PT 210/12 ROCK Good rock mods
 - PT 213 LIGHT ROCK Less heavy
 - PT 214-6 THRASH & DEATH Wah!! Extrem
 - PT 217 RAGTIME Old style piano
 - PT 218 CLASSICS Classical music
 - PT 219 KEYBOARD CLASSICS Piano/Harp
 - PT 221 APLAY Good module player

Lottery Fever

- Collection of the best lottery programs
- PU 756 BALLS (AGA) Quite nicely presented, this one will show you the most popular and least popular numbers on the lottery. Keeps track of the past numbers too
 - PU 757 NATIONAL LOTTERY (Liberty Software) Shareware demo of the full program, which we think is best program around for the serious Lottery punter. Its based around a scientific picker to favour missing or popular numbers, but it also contains a powerful user editing system. E.g. If you think there will be no 'forties' this week it will leave them out. Want a specific number of odds/evens, or the numbers added together to be over (e.g) 150, then this will do it. Syndicate entry? Need 100 selections? No problem
 - PU 758 PRO LOTTERY Another shareware demo, and the best looking program. Will only pick random numbers in this version. Also includes a very interesting program explaining how 'random' is opposed by the law of averages!
 - PU 775 LOTTO LUNACY Thanks to R Webb for this, probably the best pure PD lottery program available. It keeps a data base of winning numbers, then analyses them to show most and least popular. Also gives a graphical representation of numbers drawn. Include for sure!
- The above programs are PD available at our usual price of 99p plus p/p

Catalogue

Our PD collection is now HUGE!! For a full catalogue just send 3 x 25p stamps. Includes a full list of Education Demos, Utilities, Music Utilities Business, Animations, Demos, Games, Music, Fonts, Business, Clipart, Education, & more!

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 - ASI 14 China Challenge, Columns
 - ASI 26 Superpacman, SmashTV
 - ASI 27 Assorted card games
 - ASI 36 Woodland, Donkey Song
 - ASI 41 Pacman, Hellzone
 - ASI 46 Checkers, Ouch!, City, Amiga Q
 - ASI 60 PineMaster, Hinnor, Chinese Checkers
 - ASI 65 Paranoids, Chess, Word Puzzles
 - ASI 70 Wangle & the best Tetris
 - ASI 71 Numerix, Battleships
 - ASI 89 Megaball 2.1, Cluedo
 - ASI 90 Starriors, Flashier, Minifield
 - ASI 96 Dungeon Flipper, Backgammon
 - ASI 113 Trek trivia, Popupe
 - ASI 151 Krillian, Caffeine. (Brill SEUs)
 - ASI 158 Scrabble, Toad, VChess2
 - ASI 168 Dyna-Warriors, Ludo
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ARCANE CLASSICS is an original collection of ALL your old arcade favourites, including Amiga & PC venations of: PACMAN, SPACE INVADERS, ASTEROIDS, MISSILE COMMAND, PENGU, FROGGER, LOAD RUNNER, GALAXIANS, DONKEY KONG, NUMEROUS TETRIS GAMES, BATTLEZONE TEMPEST, COMBAT, TRON, SPACE WAZ, THRUST, Q-BERT, HUNCHBACK, MOON PATROL, TRAIL BLAZER, BREAKOUT, CENTREPEDE, CYCLES, BEZERK, SNAKE, SCRAMBLE, PING PONG, BREAKOUT, NUMEROUS C64 CONVERSIONS, A COLLECTION OF JEFF MINTER GAMES AND HUNDREDS MORE. Over 600mb of unforgettable retro-gaming. This CD will keep you busy for months!!! Floppy drive required, Keyboard recommended.

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Subwar 2050 CD32



There are four missions in all. Each of which presents the gamer with tricky stages.

Under the sea, it is dark, foreboding and scary. In the Amiga Format office it isn't any of those things. That's why it's nice to boot up the CD32 and take to the high seas below the surface of the water, so to speak.

Anyway, superfluous nonsense aside, *Subwar 2050* shows promise in simulation land in many ways. Traditionally, submarine sims are a bit bland and boring due to the lack of visual stimulus. Until now, most of the work was achieved through interpretation of charts and sonar readings.

Microprose, being the smart chappies that they are, have played around with physics a bit, ignored the boring bits, where reality intrudes on the fun, and added some blatant unrealities to spice things up.

In *Subwar 2050* you can see objects around you at any depth: a Head Up Display superimposes the thermal layers of the ocean depths on to the front of the screen. As such, the game feels like a flight sim taking place under water.



Subwar. Played by mean dudes.

Underwater lighting effects add to the 3D atmosphere.

There are two wing men and several submarine tactics to acquaint yourself with. The game handily provides a training mission which gently introduces all of the major elements of successful submarine warfare.

The missions themselves consist of several increasingly difficult stages. The only criticism being that there aren't enough of them.

Still, I loved playing it on the A1200 and have no qualms about recommending the CD32 version either.

Steve McGill



Sneaking underneath surface ships while still being able to see them is a submarine sim first.

SUBWAR 2050 CD32

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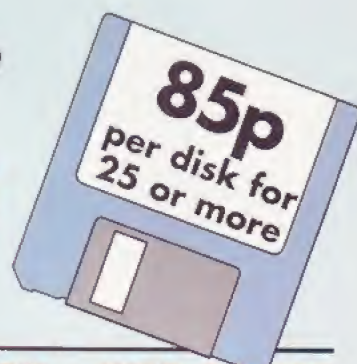
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If you have a hint, tip or cheat to share with other Amiga gamers, write to: Steve McGill, GameBusters, Amiga Format, 30 Monmouth Street, Bath, Avon BA1 2BW. Or, better still, send it on a floppy disk.

GameBusters



"I'm going to read those tips in the GameBusters pages of Amiga Format if it kills me," said Captain Bigbiceps. "Looks like I'm going to have to kill you then," growled Lucifer's friend.

GLOOM

Reviewed in AF75 ■ 91%
Guildhall 01302 890000

There's a bit in the brilliant *Evil Dead II* where hero Ash takes advantage of heroine Sarah querulously whistling 'Hush Little Baby' and so distracting a monster the size of a duck on top of a bear by chopping it to bits.

Zwinggg! he goes and off comes its left arm. Zwinggg! he goes and off comes its right arm. Z-z-z-woppp! he concludes and its head spirals off in slowmotion, leaving its fearsomely delimbed torso to whoopee-cushion itself to death.

This, then, is what playing *Gloom* is like. It is vitally important to switch the 'violence model' to 'messy', thus strewing the disparate parts of your enemies about the place upon body death, since by this method you can mark the corridors you have explored. (It also looks really neat.)

Oh, and be sure to play with a CD³² pad, switching to autofire at tricky moments. Like all of them. You'll obviously have mastered the sidestep manoeuvre, so we won't embarrass each other by going over it again.

General rules

Don't go through a teleport until you've explored an area fully. (Level 1.4, for example, has a teleport that throws you into a monster-filled room.

Those with good sense will have prevailed from using it until they had picked up the invisibility bonus from the previous rooms.)

Don't worry about getting lost – *Gloom's* maps aren't mazes, but lead you in a fairly straightforward manner from the start to the exit.

Use the scenery – all monsters will happily shoot at covering posts, without it occurring to them to move around to get you.

Never ever leave a level without finding the secret room. There's at least one every time.

Remember that you don't need to face a switch to trip it, but can back into it as effectively. (In Hell this is a life-saving trick.)

And don't forget the game will save your position when you complete a 'chapter' of seven levels.

There are three such 'chapters' – Space Hulk, Gothic Tombs and Hell. Curiously, Gothic Tombs is definitely the hardest.



Monsters

The monsters in *Gloom* are of two types – those that bite and those that use guns. Here's a breakdown of how to deal with them.

● **Space Marines.** Space Marines potter left and right, turn and fire, and potter on. They head for you in a general manner and are quite pathetic, being easily avoided if you really can't be bothered shooting them.

● **Aggro Skinheads.** These are fast, but can't hurt you from afar. Exploit this in the obvious fashion. *Gloom* is fond of putting these fellows in exit rooms; a caddish ploy.

Remember kids, if you don't get bitten, or you don't get shot, then you will live. Hurrah.

■ The monsters in *Gloom* are of two types – those that bite and those that use guns.

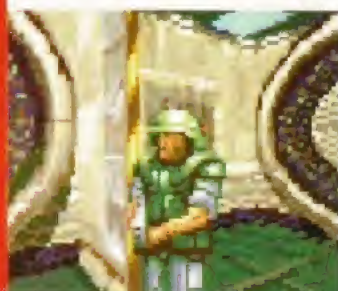
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If you can see this, you're too close. Back off and fire, fire, fire all the time. Beware, though, these chaps are fast, dangerous and travel in packs. Don't waste a shot.



"Right. You pretend you're Arnie, I'll pretend I'm Van Damme and you pretend that you're crouched down doing something useful."

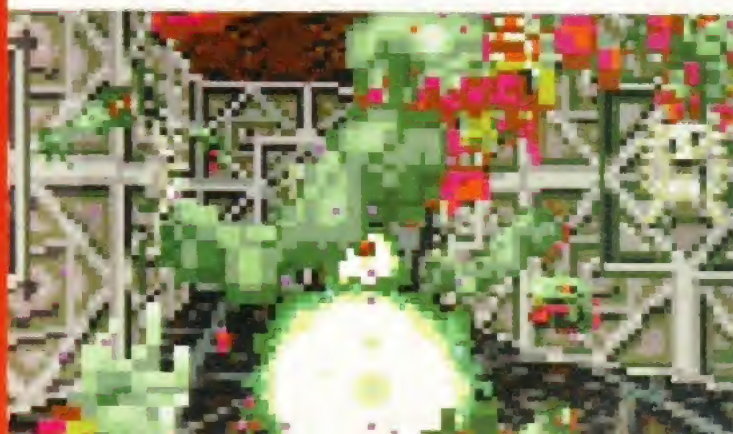


So pathetic he's hardly worth shooting. But shoot him anyway.



Andrew's Liver Salts should cure whatever this guy's got.

"Es are good, Es are good", sang the vitally untrendy Gloom warrior as he pacified someone.



◀ ● **Whacking Great Robots.** The robots stand there and pour fire into you. Merely sidestep across their line of fire and shoot back. Don't be tempted to draw them out of their cubbyholes, as they start walking around and your timing goes.

● **Raptors.** These are extraordinarily unpleasant, travelling in packs, homing in at top speed and raking off chunks of energy bigger than the duck in the earlier duck/bear analogy.

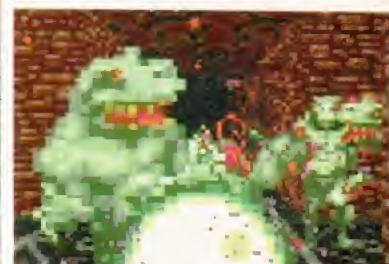
Don't stand and fight – back away, shooting all the time. If they get in close, instantly sidestep. In their blood-frenzy, they will continue attacking the spot you have just vacated for a vital picosecond.

Whenever you throw a switch in the Gothic Tombs, you can be assured that new Raptors have been created. Retrace your steps with care.

● **Ghosts.** Ghosts have the dangerous ability to zoom through walls after you – a fantastically beautiful effect – but can't actually shoot until they're in the open. Back away from a Ghost room, therefore, and wait in the corridor for them to emerge before you.

● **Cloakblokes.** A sort of super-marine, faster and more accurate than the vanilla variety. It is highly inefficient, but immensely rewarding, to sprint into a room of them and then run, turn and sidestep continuously in a type of "Last Waltz of the Apocalypse". Try it.

● **Minions.** A sort of Super-Raptor, if that's possible. They are, however, largely confined to corridors, where they're easy targets. If ambushed, flee backwards to draw them into single file.



Bet you wondered what happened to all of those Raptors in *Jurassic Park*. They had to get work from somewhere.

Wait for the Ghosts to emerge from walls before shooting them.



There's only one thing worse than being surrounded and that's being left on your own.

● **Soul-Suckers.** A floating, gnashing thing that sucks you in and holds you while it and its cohorts bite off your head. Jam down the back key to hold your position and propel the gunfire of justice into it until it sees the error of its ways. Replaces the Raptors as the exit-ambushing monster of choice in the Hell levels.

● **Demon Lords.** Big, trigger-happy and startlingly purple, Demon Lords are, strangely, easy to beat. Get behind a post (plenty are provided) and peek out to take the occasional potshot. If they outflank you, merely move around the post.

● **Dennis the dark denizen of Hell himself.** Hey, we have to leave something of the game for you to play.

There are also booby-traps aplenty, including the gorgeously over-the-top spinning wall (just follow it around – it can only hurt you by squashing you against the sides of the room) and the sliding panther blocks. (These injure on contact and are evilly placed. On Level 3.2, for example, the last switch in the block-filled room springs one straight into you from the right.)

Secret rooms

Gloom plays largely fairly with its secret rooms. Look out for unique wall patterns, or very suspicious dead ends.



Secret doors can usually be spotted through differences in wall texture.

There's a secret room on each level, not counting the Underkill coin-ops. These are entertaining games of mini-*Defender* that award an extra life when you complete a wave.

The *Space Hulk* machine is hidden in level 1.4, in the room with the invisibility bonus. (Circle the bonus and open the far wall.) You're led to the other two as if the designers realised what a task awaited you.

Power-ups

A disappointing aspect of *Gloom* is that its appallingly powerful weapons





Remember to be diligent about searching out secret rooms and power-ups. Some denizens are just too powerful to take on without being tooled up.



Keep a tab on the power of your weapons by looking at their colour. It could save a life.

are represented solely by blobs of light. Still, eh?

You'll likely know about the 'mega-weapon' bonus (a temporary double-barrelled blaster if you pick up another power-up when fully charged), but there is a further level of madness.

Grab three 'mega-weapons' on the trot and you'll go into 'maximum overkill', spewing bullets disgracefully effectively in a three-way cone.

It is exceptionally difficult to pull this off, however (Hell is certainly the best place to try), and on the whole it's best to pass up a 'mega-weapon' bonus in case you get killed and need to recharge your (now severely depleted) gun.



Shoot all of the aliens in the *Defender*-style sub-game and claim an extra life.



Remember to brush your teeth last thing at night, or you'll end up like this.

The wave motion cannon

For those who have sensibly invested in a CD³² pad with autofire, here is a repulsively unbeatable firing technique. Position yourself at the head of the corridor, or in the mouth of the room, and switch on the autofire. Now, by tapping the shoulder buttons you will jink left and right, sending an inverted sinewave of death into your enemies. The carnage is almost unbearable.

These, then, are suitable tips to aid you in making the world safe for democracy and *Alien Breed 3D*. Should you find them unnecessary, perhaps you would be interested in a few challenges?

Completing the whole of Gothic Tombs without losing a life, for example (if you can just do the Raptor Pit without being killed, you are becoming attuned to your inner self, or something...), or seeing how far you can get solely by dodging.

Or, just possibly, by playing the *Deathmatch* game. But that's a bit poor, so you're probably better off not bothering. Cheerio!



Send a sinewave's worth of firepower into the soldiers' ranks. The carnage is horrible.

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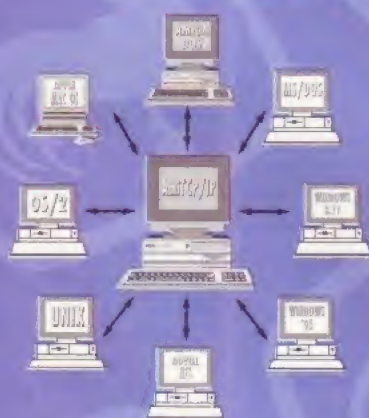


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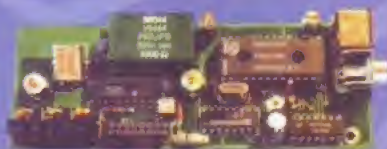


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Footie management games are the flavour of the month. **Steve McGill** looks at a couple of re-released offerings. Here we go, here we go...



Re-releases



In *Fantasy Manager* you can choose your home strip, but not the away. Which is a bit slack, if you ask us.

FANTASY MANAGER

Hit Squad ■ £9.99 ■ AF69; 48%

An opportunistic attempt at cashing in on the success and popularity of BBC2's highly popular Fantasy Football League, starring the inimitable Frank Skinner and an annoying, bourgeois person, would have been welcomed by us first time around if it had been any good.

Unfortunately, Anco's effort fluffed it in front of the goal posts and provided potential players with one of the most unfriendly and unresponsive front-ends of any style of footballing



The only part of *Fantasy Manager* which seems to have some life is the scoreboard.

management game. Ideally played with at least three players, participants start the game by either bidding against each other, or taking turns at buying players.

As soon as each participant has fulfilled the minimum squad requirements, the game begins in earnest. Players are positioned in the squad and then sent out to play. The only visual representation of the game's progress is through an animated scoreboard which, in a limited way, conveys some of the tension of a game in progress.

As it stands, there may be more than a few fanatics willing to buy this. It's about football, it's out at a new, low price and it's associated with an 'in vogue' television programme.

Amiga Format readers should know better than to buy this, though. Even at this lower price.

TACTICAL MANAGER 2

Hit Squad ■ £9.99 ■ AF74; 55%

I've never been a fan of the *Tactical Manager* and football tactician games. At times, it's made me feel totally out of kilter with Amiga gamers.

For there is a huge swell of ground support for *Tactical Manager* and its sequel. Kompart play host to a huge-ish play by mail version of the game. Fans swear by its attention to detail, its believable results, and its reams and reams of statistics.

But I still can't get my head round some of the most infuriating design flaws ever to congregate within the coding of a management game.

To jump from one section of the game, such as team selection to the finance section, can take anything from three to five clicks of the mouse. This may not sound much, but it quickly becomes wearisome in an extensive session of play. Especially when you consider it in terms of the look of the game. It looks horrible, cluttered and spreadsheet-like. Outputting in extreme.

On the plus side, *Tactical Manager 2* offers some of the most extensive options and tweaks that you could imagine in a footie management game.

I still can't recommend it. Even at the lower price. But I can just about understand why it has such popular appeal. Just about.

55%



There are more stats in *Tactical Manager 2* than there are in the whole of a century's worth of Moore's Almanac. Impressive but incredibly ugly.



TONY YEBOAH

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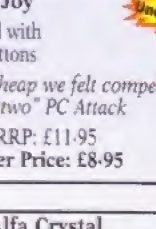
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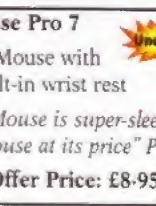
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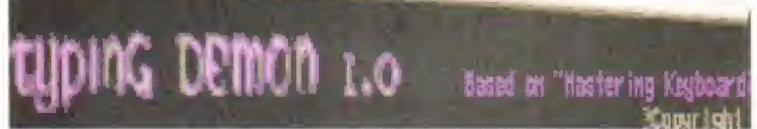
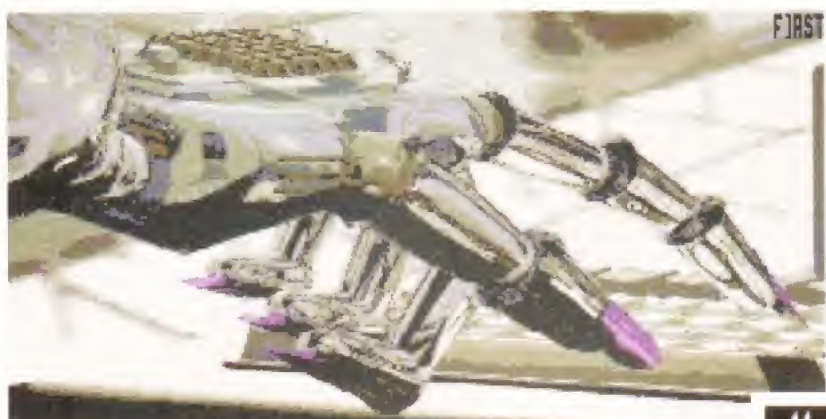
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Every month **Steve McGill** goes through mountains of PD disks and every month he is amazed by just how good some of them are.

PD Select



TYPING DEMON: Ever despaired that you're never going to get out of the habit of typing with two fingers while looking at the keys? Despair no further, help is at hand.

TYPING DEMON

UTILITY

By Digitfreaks
 Ware Shareware
 PD Library Kew II
 No of Disks One
 Price £1.50 inc p&sp

With the placement of *Wordworth 4SE* in the new Amiga Magic bundle, many users will find this little touch-typing utility from Digitfreaks a tad useful. I say a tad, because it's far from comprehensive in scope and doesn't teach good keyboarding practice.

Rather than go through the mundane, tedious, methodical process of working on each finger and the keys associated with that individual digit, *Typing Demon* throws

random, nonsensical sentences at the user which they're then expected to type back parrot fashion.

The number of sentences is user-elected. The program informs the typist after each sentence if they got it right. Finally, when the typist finishes the allotted sentence number, the program summarises the performance – the time taken to complete the exercise, the number of words typed per minute, the number of correctly and incorrectly typed sentences.

From the results, the users can decide whether to practice more to label themselves touch typists.



TYPING DEMON: ABOVE: Crazy sentences abound with *Typing Tutor*. LEFT: There are three levels of difficulty in all.



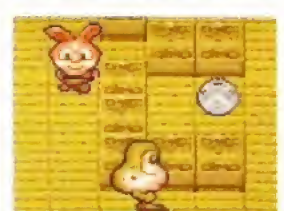
PUSH AND PULL

GAME

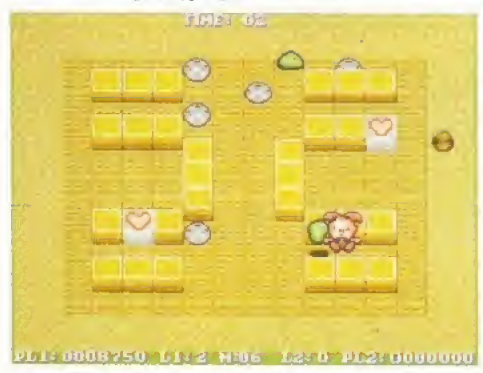
Ware Licenceware
 By Amonn Philipps
 PD House F1 Licenceware
 No of Disks One
 Price £3.99 plus 50p p&sp

As cutesy, one-screen-at-a-time arcade runabouts go, *Push And Pull* is a winner. The basic premise is simple – run around a variable sized maze with a rabbit, avoid monsters, push blocks over said monsters until all the

Continued overleaf →



PUSH AND PULL: ABOVE: Jimmy Sommerville against Flopsy. Yesterday. BELOW: Rogues Gallery of Creatures to meet.



PUSH AND PULL: Fans of cute little bunny rabbits and cute woodland creatures will warm to this game.



PUSH AND PULL: Bonus blocks with special powers help you in the quest to gain the highest score.



don't get all scared...

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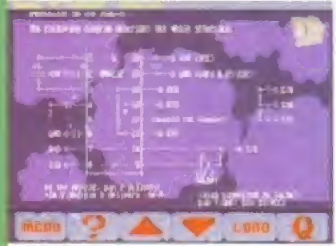
WORD 7: There are adverts in the *Word* magazine, but you can opt to ignore them if you want. Most of them, however, are useful pointers towards organisations that can help you out.



WORD 7: Games console owners miss out on mags like these.



WORD 7: Access to the various articles is achieved using either the mouse or the keyboard. Very easy to use.



WORD 7: The circuit diagram needed to help blow up the world of commerce.

monsters are dead. To avoid complacency, there's a clock ticking. The maze itself consists of the blocks used to kill the monsters. Part of the skill lies in being in the right place at the right time. Unused time units translate into points and give the rabbit a longer time to pick up bonus icons in the form of bananas, bars of chocolate, sweets, etc. And, as if that wasn't enough, some of the blocks offer power-ups to assist the bunny in his monster thwarting exploits. In all, an amusing romp that can be enhanced with the inclusion of a friend - another cutesy woodland creature who'd probably look better partnering some mashed potato and carrots.

WORD 7
 DISK MAG
 By _____ NFA
 Ware _____ Freeware
 PD House _____ Saddletramps PD

DIGIPIX 8: Titled *Generotica*, this image would look good in any old hippy's bedroom.



No of Disks _____ *Two*
Price _____ *95p per disk*

In ancient Rome the Forum provided a space for citizens to come together and share their views on life, politics, and love. It also gave them somewhere to hang around on a Saturday until football was invented. Nowadays, the Forum is a cafe just down the road from Kilmarnock Football Club which sells excellent ice-cream. Nobody talks about the Amiga there. Step up the disk mags with their cyber-Forum philosophy and techno literate execution. The *Word* is one of the more readable mags currently active on the scene. Mostly devoid of humour, the

Word makes up for it in the interest and subversion department. Some of the features cover material that, if printed, would witness the disgrace of *Format* and see us taken off the shelves of WH Smiths immediately. We, after all, have to labour under the shackles of journalistic responsibility and cultural morality. Disk mags don't. And that's why it's always worth checking them out. Aside from the feeling that you're sharing in something dangerous and a bit naughty, it's also comforting to know that large corporations have to constantly be on their guard against the small guys from disk mags such as the *Word*. Hurrah.



DIGIPIX 9: "What do you mean, Steve Bradley approaching?" asked Linda in a panic.

PD Selection of the month

PRO-FOOTBALL

UTILITY

By Ali Prior
 Ware Shareware
 PD Library 17Bit
 No of Disks Two
 Price Depends on Library

OK. I'll admit it. Betting is bad. It breaks up families. It exacerbates poverty. It encourages crime. It disrupts education. It takes money away from charities. And it causes an untold amount of suffering and misery all round the country.

But, on the positive side, it's fun. It's exciting. Lots of horses, dogs and numerous other creatures, including humans, get to run around fields and tracks due to the revenues

generated. And, hey, anyone who's ever been to a race track should have realised by now just how beautiful horses in full flight racing against each other can be.

So, tenuous justification for a dubious practice aside, on to this month's gambling program from Ali Prior.

Called *Pro-Football*, it helps punters with Pools predictions. That is, the user inputs all of the upcoming football fixtures and the program predicts which matches it thinks are most likely to be drawn.

Get seven or eight of these predictions right and you can win pots of money. Therefore, the more useful help you receive, the better. *Pro-Football* provides a multitude of assistance. More importantly, the predictions are believable and consistent.

And that's not all the program does. It'll

also predict the results of fixtures from a fixed odds coupon. This bit is the most fun. There's no harm I can see in putting a 50p stake on four or five teams each Saturday. If you lose, what's 50p? If you win, that's your arcade/pharmaceutical/beer money for the weekend taken care of. So, hurrah.

In practical tests using the fixed odds option about three quarters of the predictions turned up trumps. The real skill comes from the user's judgement of the program's forecasts.

Ali claims that by updating all results, either midweek or Saturday fixtures, the program becomes even more accurate. I'll report on that at a later date.

As for the program - recommended to everyone who's interested in following footballing trends and form, even if you don't want to bet on the predictions.



Pro-Football helps the discerning punter in their choice of football results. Fixed odds or Pools.



Three button presses enter just about any team, but it can usually be done in two.



The likelihood and strength of the result prediction is displayed by the number of balls on the display.

DIGIPIX 8

SLIDESHOW

By Pixel Digital
 Ware Freeware
 PD Library Pixel Digital
 No of Disks Two
 Price £1 per disk plus 50p p&pp

One of the best things about laying out the PD Select pages in AF is that when a selection of useful, but dull-

looking programs come along, you can just about guarantee that there will be a demo or a slideshow to help spruce the pages up.

Digipix 8 isn't quite a demo or a slideshow. It's more of a compiled collection of images trawled from the Net, BBS, and CD-ROMs. As such, the charge for the disks and postage seems a bit severe for 13 images.

You could get a copy of *Select* or *Empire* for that. And they're full of pretty, less expensive images.

Nevertheless, the picture-quality is of a high standard - they're in a GIF format and you can

use them and abuse them as you see fit. Hurrah!

GALLEONS

GAME

By Stephen Greener
 (Sublime Software)
 Ware Freeware
 PD House Amicom PD
 No of Disks One
 Price 80p plus 80p p&pp

In issue 73 I looked at a neat-ish little top-down racing game called *Last Lap*. The control system let it down by being too responsive and too fast. In other words, it felt as if you were driving on ice in a car with a floored accelerator.

Continued overleaf →



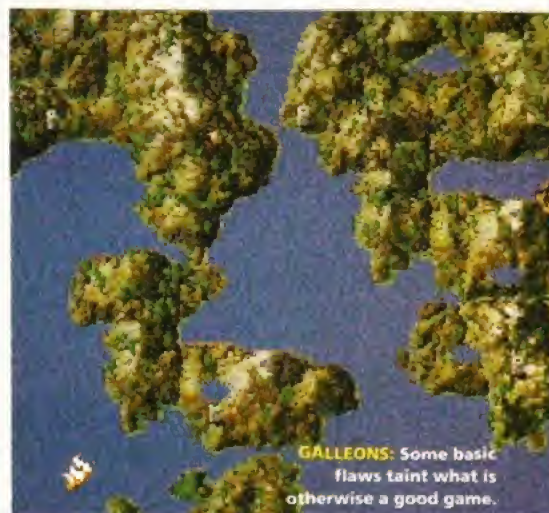
GALLEONS: You can blow up the fortresses if so wished.



DIGIPIX 8: I bet you she drinks Carling Black Label.



DIGIPIX 8: No question about it, the graphic talent that abounds in the Amiga scene is one in the eye to the PC.



GALLEONS: Some basic flaws taint what is otherwise a good game.



GALLEONS: Running, hiding, firing and forgetting are all part of the fun of *Galleons*.

WHERE TO GET THE DISKS IN PD SELECT THIS MONTH

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Tel: 0181 657 1617

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15 Laurel Road
Liverpool 7
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South Yorkshire
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Roberta Smith
DTP
190 Falloden Way
Hampstead
Garden Suburb
London NW11 6JE
Tel: 0181 455 1626

← The same criticism applies to Galleons' control system. Which is a shame. For it has the potential of becoming a PD Select classic if a bit more work was put into it.

But first, the game itself. It's two-player only. It puts the players in control of a ship in the middle of a one-screen play area from where they're expected to shoot each other to bits. The land mass inside the play area is randomly generated and, er, that's it.

The number of hits it takes to destroy a ship is customisable as is the option to have shots fired by the ships wrapped round the play area.

The ships themselves can also be enabled or prevented from wrapping round the play area. So, hurrah for limited flexibility.

The control system could have been made a lot better if, like Microprose's *Pirates*, the galleons had to rely on catching the wind; the present system of 'up' on the stick to move forward and 'back' to stop is too limiting. Many of the games end up turning into chasey, pot shot affairs, relying on luck rather than skill.

Nevertheless, despite being virtually unplayable, I'd recommend this to PD aficionados. The reason? The more letters written to Sublime Software, the more likely they are to listen and change the game play.

TOP 10 PUBLIC DOMAIN TITLES

Top 10 courtesy of:
ACTIVE SOFTWARE
PO Box 151, Darlington County,
Durham, DL3 8YT. ☎ 01325 352260

- 1) Grac v1.10 (F1 Gold)
- 2) Shapeshifter v3.2
- 3) HD Games Installer 4
- 4) Doomer 2 - Speed (AGA)
- 5) HD Games Installer 3
- 6) Magic Paint Box (F1 Gold)
- 7) Mosaic v2B
- 8) Magic WB Extras vol.2
- 9) Master Blaster v2
- 10) Term v4.5

NETSURFER

UTILITIES

By _____ Various
Ware _____ Various wares
PD House _____ Roberta Smith PD
No of Disks _____ One
Price _____ 90p per disk plus 50p p&sp

Until a universally easy-to-use Net interface is developed for the Amiga, access to the Net and the plethora of Amiga-related software there is going to be strictly limited to the average Amiga user.

Of course, if you wanted to extend metaphors and stretch credibility, you could look upon PD Houses as the Nodes and Servers of a slower, less efficient, temporally based Internet. As if to add authority to this hastily cobbled together theory, Roberta Smith have come up with a compilation of useful utilities called *Netsurfer Vol 1*.

Much of what's on offer is handy in a quirky kind of way. For example, there's a program called *AmigaTemp* which will read a thermometer plugged into the joystick 2 port. The docs with the software provide the diagrams to construct the thermometer with. Might not appeal to everyone, but nice to have anyway.

BootUte2 is much more practical and useful. It's a degrader and it'll let you run any executable file, save bootblocks, limit fast ad chip memory, 'fake' Fast memory, clear all free memory, disable floppies, CD drives and/or the PCMCIA slot.



Incredibly handy and relatively easy to use, this utility is a must for those who like to delve into their Amiga's soul.

ClassAction is a little program whose sole existence is to ease the labour involved with OS 3.0, file types and hard drives. If time's taken in the configuration stakes, the full power can be realised.

IFFLabel will print labels with a picture of your choice. Handy when trying to impress someone important.

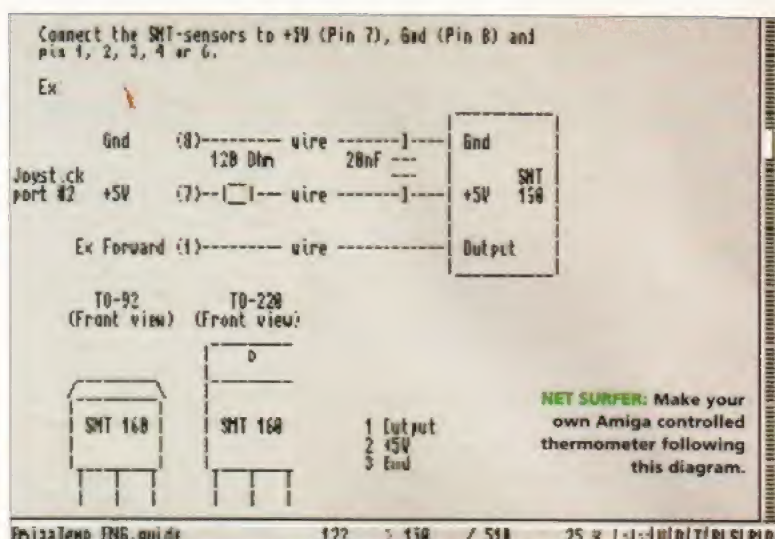
NaeGrey, we suspect, has been programmed by a rogue Scot. It lets you get rid of the annoying grey border round the screen and turns it black. Not wonderful, not exciting, but useful to someone somewhere.

ScreenInWindow is probably of most use to someone who's into comms. It displays part of a pubscreen in a window on another pubscreen, meaning that an eye can be kept on another task without having to switch screens all the time.

Shrub is a tree directory utility based on the "Tree" command from MS-DOS. It displays every file within a directory, including other directories and the files contained within them. Probably of most use to programmers.

TinyMeter displays memory usage to keep you informed, surprisingly enough, of your memory usage. It's a godsend to users of *FullBench* or *Magic WB2.0*.

Netsurfer may not appeal to everyone, but what's here is sound. ☺



AmigaTemp: ENG. guide 122 130 / 510 25 # 145101761510

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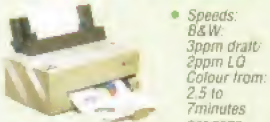
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SEE FEATURE ON PAGE 2

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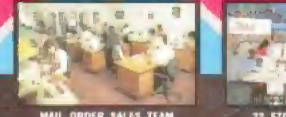
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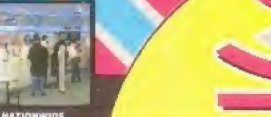
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SERIOUSLY AMIGA

One of the factors that most people consider when buying a new piece of hardware, but never own up to, is the "pose factor" and Media Vision's new portable CD-ROM drive certainly has plenty of that.p97

AMIGA FORMAT



THE WHITE ELEPHANT STALL

There is something for everyone in this month's serious reviews section.

We've got the arrival of what may turn out to be the Amiga's most powerful application to date, *Final Calc*. This new spreadsheet from Softwood puts many PC packages to shame when it comes to power and ease-of-use.

Also, from the same stable, we've got version 4 of *Final Writer*, which is bound to heat up the battle between it and its main rival *Wordworth*.

Graphics fans will enjoy our review of *Imagine 3.3* and a new utility from the USA, *Snap Maps*. We've also got the world's first portable CD-ROM drive. Parents will be interested in our review of 10 out of 10 Science.

Graeme Sandiford

REVIEWS

- HARMONY 28,000 MODEM** p89
John Kennedy finds out just how easy it can be to get on to the Information Superhighway with a new hardware and software solution for the Amiga.
- FINAL CALC** p90
The PC has had it all its own way in the spreadsheet market, but now the Amiga can fight the PC on its own level with the arrival of a new champion - *Final Calc*.
- IMAGINE 3.3** p94
Imagine may not be the top rendering package on the Amiga, but it is far from dead. Graeme Sandiford takes a look at 3.3 to see how close it is to regaining its position.
- MEDIA VISION PORTABLE CD-ROM DRIVE** p97
Nick Vietch takes a look at the Amiga's first CD-ROM drive that can run off batteries!
- CD-ROM ROUNDUP** p99
Graeme Sandiford determines which CD-ROMs are hot this month.
- FINAL WRITER** p102
Larry Hickmott finds out what the next version of *Wordworth* will have to contend with as he examines *Final Writer 4*.
- FINAL DATA 2** p105
David Taylor starts chanting rhythmically and ponders over the sound of one hand clapping, and whether *Final Data* is a spreadsheet, or database.
- SNAP MAPS** p108
Graeme Sandiford investigates the full version of this month's serious Coverdisk.
- 10/10 SCIENCE** p111
David Taylor finds out if this program will turn your kids into the next Newton.

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It's the software pack that makes this modem offering from OnLine PD truly stand out.

Harmony 28,800

Getting started on the sliproad that leads to the Information Superhighway can be a tricky business. John Kennedy introduces a package to get you going.

At last a Public Domain library has done the sensible thing, and is selling a modem complete with a pack of all the software you are likely to need.

The modem itself is a standard external modem: small, black and looking suspiciously like a SpeedCom modem. In fact, it is exactly the same as the SpeedCom, including the recent uprated specifications.

Early versions support "V, FastClass" which wasn't a true standard - this version ticks along at V34. V34 is the true 28,800 bits per second protocol and you shouldn't leave home without it.

At this speed you can feel safe that

difficult to disguise. Secondly, the design of the space-age, smoked, plastic front panel means that unless you're watching square on it's difficult to see which LED is referring to which function.

However, both these points are minor and, generally, I was impressed with this little black box. As with all new modems, there are fax facilities present, although I was unable to determine if the modem was Class 1 or 2, so check this out before buying fax software. (Yes, PC fax software is bundled in the box - Amiga software such as *GPFax* will need to be bought separately).

It's the software pack which makes this offering stand out from the crowd. Though no printed documentation is provided (even a few A4 sheets with basic facts and example numbers for total newbies would be a good idea), there are many guide program on disk.

The choice of software includes terminal software, Fido mailing software (hopefully Spot or another mail manager will be included too) and

some Internet-related items. The Internet side of things includes *AmiTCP*, *AMosaic* (and Magic User Interface) and *Grapevine*; though, if you are a newcomer, don't expect to be able to get all this running in one evening.

The Internet software is Demon orientated, so expect extra work if you are using a different Service Provider. Remember too that this software is freely available and once you get the modem working you can download as much of it as you want.

As a bonus, with every purchase you are entitled to 10Mb of downloads from the OnLine PD's Bulletin Board; handy for any software you may have missed.

It's good to see a little thought being put into modem bundles. All too often Amiga owners are left to struggle with a copy of the PC program *Debrina Lite* and a confused feeling about what to do next. At least with this pack "what to do next" means pulling out a floppy and being able to actually use your little black box.

It's good to see a little thought being put into modem bundles. All too often Amiga owners are left to struggle in confusion.

your investment isn't going to be superseded by lunchtime tomorrow.

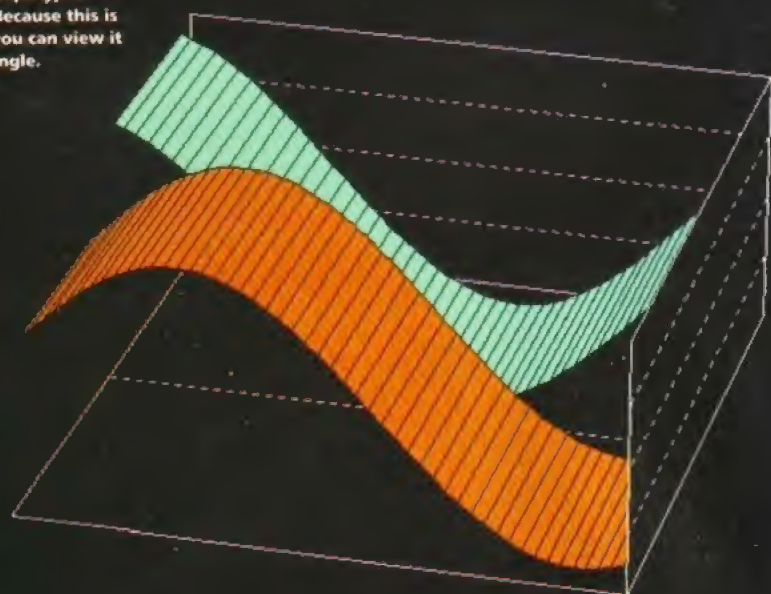
Although rarely exciting, as modems go this one is quite good. The speeds I got in tests were very respectable indeed and I certainly got true V34 connects with all the modems I called. I was also pleased to notice that the BUSY (engaged) signal was correctly recognised, which is sometimes a problem with modems lacking the little Green "BABT Approved" sticker.

Comparing it to the Courier (which is almost twice the size) only a few points stood out. First of all, there is no external volume control which makes late at night bleeps and connects

HARMONY 28,800

<p>DISTRIBUTOR OnLine PD Tel: 01704 834335</p> <p>PRICE £169.99</p> <p>SYSTEM REQUIREMENTS Any Amiga, although some software needs extra memory and WB2 or better.</p> <p>SPEED ●●●●● The V34 implementation seems good and data zips around at more than 3,000 bps on a good line.</p> <p>MANUAL ●●● No paper instructions, but useful guides are supplied on disk.</p> <p>ACCESSIBILITY ●●●</p>	<p>Better than most modem packages which only come with PC software.</p> <p>FEATURES ●●●●● From Bulletin Boards to the World Wide Web, the choice of software is good. Pity there's no fax support.</p> <p>VALUE ●●●●● A modem at this speed with a different badge or a different box could cost you a lot more.</p> <p>"Good way to break the 'need modem to download software for modem' cycle."</p> <p style="font-size: 2em; font-weight: bold; text-align: center;">89%</p>
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This gorgeous 3D-spline chart is just one of many different graphtypes available. Because this is really 3D, you can view it from any angle.



A 3D Spline Chart. This is a smoothed-out representation of two sets of data. The amount of smoothing is user-controlled, even at individual points!

Final Calc

Born out of pure necessity, *Final Calc* has features that were previously undreamt of by most serious Amiga-users. Graeme Sandiford gets calculating.

The Amiga has always been well catered for in most areas of serious software, with the exception of one – spreadsheets. The Amiga has never really had a spreadsheet that could even begin to hold its own against the killer applications available on the Mac and, especially, the PC.

Not so long ago, Amiga developers

put the machine within striking distance of the PC market with the release of Turbo Calc. However, it was still not a complete match for programs like Excel and Lotus 1-2-3.

Now, with the release of *Final Calc* from Softwood, it looks as if the Amiga developers are ready to have another crack at the invincibility of the PC spreadsheets. Born out of necessity, *Final Calc* has features that were undreamt of by most serious Amiga-users. This is thanks to the continual honing, over three years, of the program by its programmer, who created it because there was simply no program in existence on any platform that could meet his needs.

Although *Final Calc* has many features in common with several other spreadsheets, as well as a great many unique ones, its interface conforms closely with that of Softwood's excellent word processor Final Writer. It has the clean and accessible Workbench 2+ look that, while appearing pleasant, is not cluttered or confusing.

This simplistic appearance is quite deceptive as it is one of the most

powerful and configurable interfaces around. Graphics card owners will rejoice over the fact that the program can use any available screen so you can make full use of the extra resolutions made available by most graphics cards. You are also given control over the fonts that are used.

Some of the more powerful features include the ability to open several views of a project which, in turn, can contain up to a maximum of 254 sheets. You can cut and paste between single or multiple sheets making it easy to create links between just a couple or all of them.

A welcome feature of the interface is that pretty much every command or function is available as a menu item or keyboard short-cut, so experienced users and beginners can work at their own paces.

Another nice touch is that most of the windows don't lock out the main screen. This means that if you open a window or requester, all of the other windows and the main screen remain active for editing. Perhaps one of the most powerful features of the interface is its unlimited undos and redos.

A small box on the corner of the screen displays the number of changes that have been made to a document. You can be given access to all of the changes in the form of a list so that you don't have to remove changes that you don't want to, what's more these changes are saved with the sheet.

When it comes to entering your data in cells *Final Calc* has an abundance of powerful and novel tools to make doing so easier and more flexible. Cells can contain numeric, string, time, date, currency, percentage, Boolean and scientific data types.

You are also given a great deal of control over how the cells' contents will appear since you can specify the font used, the colour, the style, add borders and lines and even hide or protect certain cells. These features can make a real difference in creating a spreadsheet, or a print-out of one, that can be quickly understood by someone else.

COLLECTION

Selecting cells is also made easy by the program because you can select a row, column, or range of cells by simply double- or triple-clicking on a cell.

Final Calc has a respectable array of formula types which form the backbone of any complex spreadsheet, or group of spreadsheets. The program has the usual mathematical operators such as +, -, /, *, percentages and exponentiation. Comparative and logical operators are also available including =, <, >, <=, >=, <>, AND, OR and NOT.

There is also support for string concatenation which enables operations involving cells with text strings. Along with these operators you are also given access to a mighty arsenal (178) of built-in formulas that include just about

Name	Age	Sex	Weight	
Smith, John	28	male	177	Smith, Joh
Black, Susan	27	female	181	Black, Sus
James, Linda	34	female	132	James, Lin
	32	male	143	Edward, Ge
Johnson, Larry	43	male	193	Johnson, L
Johnson, Leslie	41	female	141	Johnson, L
Brown, Mark	29	male	173	Brown, Mar

Thanks to *Final Calc*'s ease-of-use, it is possible for even beginners to make their own applications – like this database, for example.

every mathematical function I've heard of, and economic and accounting ones to help in the calculation of things like profits and the interest on loans. There's even a formula to calculate windchill! The program also supports infinite values without returning an error.

Armed with these formulas you should be able to build virtually any kind of spreadsheet application, from a database to a 'Profit and Loss' sheet.

THE BEGINNER'S FORMULA

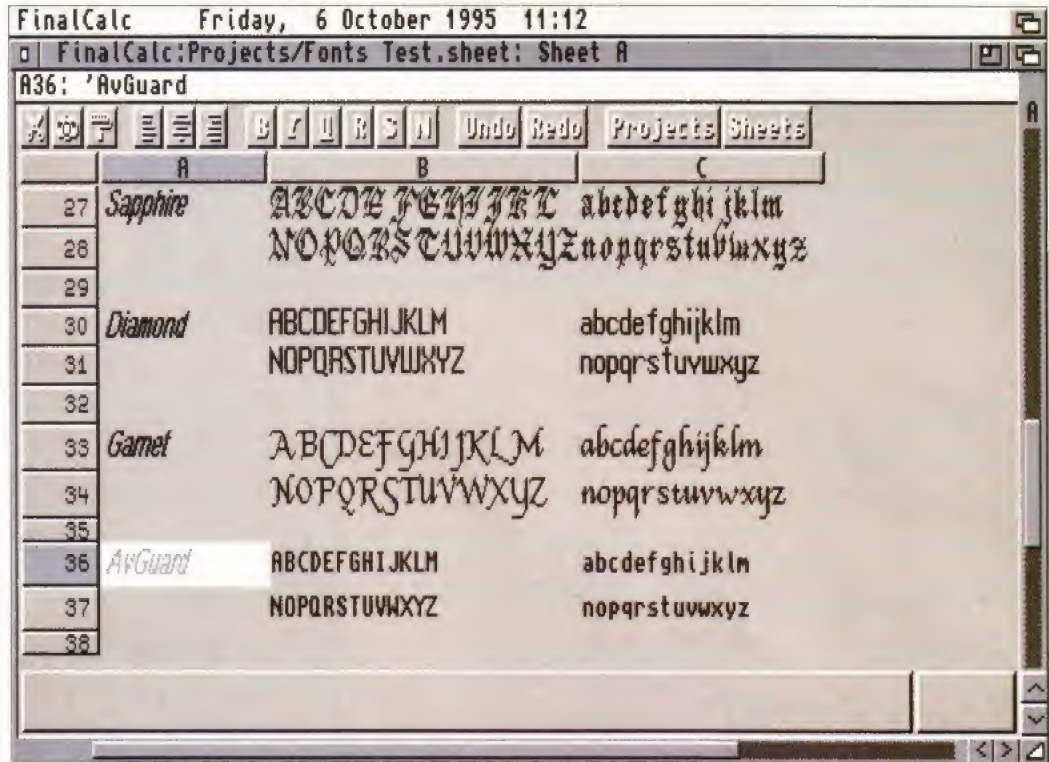
However, even these built-in formulas are not enough to get spreadsheet novices using the more powerful features of a spreadsheet.

To help encourage such ones to dabble in the creation of more complicated spreadsheets, *Final Calc* has a system that guides beginners through using a formula. All they need to do is select a formula from a list and then press <Amiga><h> and they'll get a complete synopsis explaining how to use the current formula.

As well as the creation of cells, the handling of them has also been given a great deal of thought. *Final Calc's* recalculation system works as a background task that can be given a level of priority so that you don't have to wait for the program to recalculate cells as you are trying to make entries.

Circular references are also handled without generating an error and any recalculation errors can be analysed by referring to a report of the errors and their cause. Another related feature is the Solve Problem function which can be used to generate a desired value for a cell by altering the values of a specified formula-related cell or range.

As mentioned earlier, *Final Calc* gives you a great deal of control over how your spreadsheet appears. However, this is taken to new levels when it comes to creating graphs - I don't think I've seen any graph programs with as many graph-drawing tools. It is possible to create both 2D and 3D graphs in a variety of different ways, such as bar, line, area, stacked bar, stacked area, pie, B-spline, X-Y, X-Y-Z and scatter graphs. Once drawn, the graphs can be



A nice feature that is often neglected by most spreadsheet programmers is how the text in cells looks. *Final Calc* has a variety of fonts and styles for you to choose from.

saved as IFF images for inclusion in a DTP or word processor document. However, by far the coolest graph-related feature is that they can be animated making them ideal for use in corporate presentations.

Equal attention has been paid to the use of fonts and printing. There is support for Type-1, Type-3 and NimbusQ fonts, as well as the Amiga's bitmap fonts. It's even possible to create bitmap fonts for on-screen display from outline fonts by using the font-builder utility.

When it comes to printing, there is extensive control over the way that your spreadsheet will appear thanks to options like Scaling, Autofit and an incredible printer preview. The printing projects can be spooled and controlled from one of the most comprehensive print spoolers I have ever seen.

There is also direct support for

Postscript printers and the generation of EPSs.

I'm sure, from the list of features that we've already covered, you'll agree that *Final Calc* is quite an incredible product, but there's still plenty of other features that we don't have time to cover in detail.

For example, there's an incredibly powerful built-in macro system, full ARexx support and a host of word processor-like tools such as Search and Replace, Field and Record separators - not to mention Lotus 1-2-3 compatibility, a maximum of 18,277 columns, 65,000 rows and an intelligent paste option.

At long last, serious Amiga-users can hold their heads aloft, confident that the Amiga has one of the most powerful, configurable and flexible spreadsheets around.



FINAL CALC

DISTRIBUTOR

Gordon Harwood Computers
01773 836781

PRICE

£99.95 or £75 registered to SoftWood Users

SYSTEM REQUIREMENTS

Workbench 2+, 2.5Mb RAM and a hard drive

SPEED

Incredibly fast, even with large sheets, and the background recalc means you don't have to wait.

MANUAL

Huge, but well-written and backed up by on-line case-sensitive help.

ACCESSIBILITY

Beginners can leap in straightaway

and yet experienced users are not held back.

FEATURES

Every feature you can dream of, plus many more, make this by far the most powerful Amiga spreadsheet.

VALUE

At a price of £100, this is clearly not aimed at the casual user - rather those who need the extra power.

"In terms of power and ease-of-use, nothing even comes close."

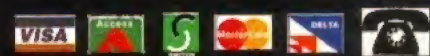
94%



Creating formulas has never been easier - with *Final Calc* you can simply paste ready-made formulas into a cell.

ACTIVE SOFTWARE

Dept AF78, P.O. Box 151, Darlington, County Durham, DL3 8YT



01325 352260
sales@active2.demon.co.uk

HOW TO ORDER

Public Domain Prices		Key
Each Public Domain Disk	99p	[WB2+] Workbench 2+ Only
		[WB3+] Workbench 3+ Only
Postage On All Orders	75p	[2D] Number of Disks
		[1MB] Minimum Memory
Residents outside UK but in E.U. add 10% to TOTAL		[AGA] For AGA Machines
Residents in Rest of World add 15% to TOTAL		[030] Minimum Processor
Catalogue Disk	50p	[HD] Hard Drive Needed
Contains full listing, F1 Licenceware, CD's etc		

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ACTIVE SOFTWARE

NEW TITLES

LATEST UTILITIES

- U670 TERM v4.4 00** Term is the most comprehensive communications package in PC, vials any commercial release. [30]
- U671 TERM v4.4 030** version for 030 processors [30]
- U672 ORGANISER BITS** a collection of supplements for Digia's *Organiser*. [needs Digia Organiser]
- U674 ZXAM SPECTRUM EMULATOR v2B** NEW Spectrum Emulator. You need an *AGA Amiga* or *G20+ processor*
- U677 EASY CALC v2B** superb spreadsheet program [WB2+]
- U678 STEREO OPTICON** produce 3D (true 3D) stereoscopic images that are viewed through 3D glasses similar to Jaws 3D! Original
- U679 AREXX GUIDE v2A** want to learn Arexx? [WB2+]
- U680 MOSAIC v2B** latest version of the Web browser. [WB2+][TCP 2]
- U682 YARK'S CLI TOOLS VOL 8** 30 latest CLI tools - get that!
- U683 IMAGE STUDIO v2.2** latest version. [WB2+][2D][HD][300+]
- U684 ESSENTIAL AMINET 8** new and decent updates here! [WB2+]
- U685 MIDI TRIGGER** an AMOS extension to trigger MIDI [WB2+]
- U686 VIRUS WORKSHOP v5.5** latest virus killer [WB2+]
- U687 VIRUS CHECKER v7.18** another virus killer [WB2+]
- U688 BASIC ELECTRONICS v2** want to learn the basics of electronics? Here is a disk to show you how. [2 Disks]
- U689 TURBO CAT PRO v1.1F** much updated version of the disk cataloger. Just put in a disk, read the file and print/retrieve the list. [WB2+]
- U691 YMM v3.2** you can now use virtual memory [300+][WB2+][40]
- U692 F1-GP EDITOR v3.01** updated '95 version [WB2+]
- U693 A SPELL v5.8** adds a spell checker to most text editors [WB2+]
- U695 NAVIGATOR v2** This is SUPERB! Allows you to fly around in realtime, a 3D scene. These areas range from architectural to musical instruments. NTRiller is a realtime 3D flying system that even allows virtual reality modes. It allows 3D text and model effects that could be used to be overlaid onto video or for presentation work. Nwiper is a presentation system that allows users texture mapping to make 3 Dimensional IFF picture pages. Get this now! [WB2+][2D][HD][2 Disks]
- U698 DOS MAN** online WB2+ reference [WB2+]
- U699 MESSY SID v3** allows you to read and write to PC 720k disks without CROMDOS or WB3! Also transfer files each way. [WB2+]
- U700 TEXT ENGINE v5** latest version of the superb text editor [WB2+]
- U701 DATATYPES DISK** need the PNG, Font, REKO datatype? These are just three out of many WB3+ datatypes for Workbench
- U702 SHAPE SHIFTER v3.2** is the much-raved latest version of the superb Apple Mac emulator. You need Mac ROM's and System 7.5 to use this program. [2D][WB 2.14][MB+][HD Recommended]
- U703 PLAYER v2.1** play CD-ROM audio and standard sounds from Dopus 3.11. Configure as you wish. [DOPUS 3.11]
- U704 MAGIC PAINT BOX DEMO** the of the F1 title [WB2+]
- U705 CHEATS v2.1** 000's of cheats here! [2 Disks][WB2+]
- U706 YARK CLI TOOLS 9** we used to have the LSD Legal Tools. These are better. Loads of great CLI tools.

LATEST GAMES

- GM239 ULTIMATE STAR TREK** Quite old but a great strategy game by Topas Ratche. [2 Disks]
- GM242 PSYCHUL** Alien Breed style shoot em up [WB2+]
- GM245 THE PYRAMID GAME** A puzzle platform game. [2 Disks]
- GM247 KLONDIKE III** This is a special version of Klondike for disk users only! [2 Disks][JMB][FREE GMB3 for Hard Drive Version]
- GM248 DELUXE PACMAN AGA** Wow a pacman game by the author of Deluxe Galaga.
- GM258 BATTLESHIPS** A very playable game by the Assassins.
- GM263 CODENAME NANO** superb thrust game. Get it!
- GM264 SCORCHED TANKS v1.85** multi-player tank game
- GM266 BLITZ BOMBERS** demo of the multi-player bombers game
- GM268 EXCELL. CARD GAMES III** A few card games here. [AGA]
- GM269 MASTER BLASTER II** decent bomb game
- GM271 SUPER COMBAT 3** this is a two player version of cannon loader. Superb graphics - fight to kill other players. [2 Disks]
- GM273 REBELLION** an asteroids clone with a difference
- GM275 MARATHON 2** player action game
- GM276 THE DEVILS ABODE** written by the author of War of the Worlds. This is a 3D horror adventure. Decent.
- GM277 SPEED - DOOMER 2** version 2 of the Doom clone. More graphics, finer detail (balls etc) and much faster scrolling. [AGA]
- GM278 ANX** sim. 'balist' Super Stardust 'bullet' game! [AGA][2D]
- GM279 DLIN BASH II** very similar to Chess Engine... very good.
- GM280 SKID RACER** car racing game, not bad [WB2+]
- GM281 DUCK DODGERS** great platform game with ducks. [WB2+]
- GM282 TRAP 'EM** good platform [trap aliens] game [WB2+]
- GM283 ZOMBIES** Alan Breed style shoot-em-up [AGA]
- GM284 DARK ANGEL** Flashback style, platform in a power complex
- GM286 BLACK DAWN II** another version of the adventure [WB2+]
- GM286 GALLEONS 2** player 3D shoot-em-up [WB2+]
- GM287 ENGINES 2** player thrust game [WB2+]
- GM288 HELSINKI FORCE 2** player good karate game [3 Disks]
- GM289 CARDZ** load and use AGA Klondika cards on ECS Amiga
- GM290 BLACK KNIGHT** a reasonable hot simulator
- GM292 POWEROIDS** good, rendered asteroids clone [300+]
- GM296 INNER DEMONS** spooky adventure [4 Disks]
- GM297 MALEDICTION** 3D texture mapped adventure [2 Disks]
- GM298 WHEELBARROW SIM** Doom in a barrow? A laugh!
- GM299 SUPER SKIDDY THINGS 9** superb racing program for one or two players. Great your rubber suited penguins around the ice!
- GM300 GRAVITY FORCE II EDITOR** edit gravity force 2. [WB2+]
- GM301 DELUXE GALAGA v2.6C** when looking at the PD classics arise from time to time. This is one. A super shoot-em-up with the usual additions such as the power-ups, weapons etc. AGA version. [AGA]
- GM302 AUTOMOBILES v1.5** superb racing game for the Amiga. Loads of different tracks with the ability to have up to 4 players. [2 Disks]

HOT NEW DEMOS

- D203 MYSTIC "IMPOSSIBLE IMPOSSIBILITY"** Winner of the Primavera party 95. Get that! [2 Disks][WB2+][AGA]
- D214 PARALLEL/CEN "DEEP"** Winner of the Gathering 95 [2 Disks][40][300+][AGA]
- D216 FACULTY "MAN ON MOON"** Very good demo from Faculty - needs loads of Mem! [2 Disks][40][300+][AGA]
- D217 ABYS "DRUGSTORE"** [2 Disks]
- D219 SANITY "ROOTS II"** wow! A very decent demo release [300+]
- D220 FREEZERS "DREAM WALKER"** [2 Disks]
- D221 FREEZERS "LECH"** AGA won the Ram Jam charts 'best demo in 1995'. Loads of the same routine - 'bunnies' etc.
- D222 ARTWORK "GREENDAY"** Won a recent party in Germany - very decent all round [AGA][40][3 Disks]

Latest demos continued.....

- D223 IMPACT DK "MELCHOIR"** [40][WB2+]
- D226 SUPREME "CHAOS"** [40]
- D227 SCOPEX "ALIEN"** Scopex are BACK in the '90s with a good demo release! [AGA]
- D228 STELLAR "HUMAN"** Stellar release "Human excrement in ...", lets say no more!
- D230 MELON "PLANET M"** another classic release from the guys at melon. Released at a party to the Netherlands recently.
- D231 AXIS "PICTURE BOOK"** must be one of the best demo releases for many months, comprehensive. [AGA][40][3 Disks]
- D233 AIDSYNTHETIC DESIGN "TENEBRA"**
- D234 INTERACTIVE "ABSTRACT"** another release from the party in the Netherlands. Excellent routine. [40][30][30]
- D235 MELON DESIGN "BAYGON"** superb cartoonish style demo!
- D236 EMBASSY "THRILLED"** Assembly '95 release [40][30][30]
- D237 SILENTS "FRUIT MACHINE"** superb Assembly '95 demo!
- D238 VANITY "AMAZED"** stunning new demo from Vanity. At the usual effects (but more of them). Get that! [AGA][3 Disks]
- D239 OXYGENE "CONTROL"** from the G.A.S.P. party '95. [2D]
- D240 PARALLEL "ZIF"** G.A.S.P. winner. Good. [2D][AGA][40]
- D241 ASSEMBLY '95 INTROS** collection of intros
- D241 AXIS "TIME & EMOTION"** music disk from Axis [WB2+]
- D242 HOODLUM "WATER WHISPER"** decent effects [AGA]
- D243 MYSTIC "FEAR"** Intel Outside demo. Good. [AGA][2 Disks]
- D244 BRAINCELL & MYTH** two Intel Outside demos
- D245 SCUM "RESPECT"** Intel Outside demo

MISCELLANEOUS

- GRAPEVINE 21** superb disk magazine from LSD [2 Disks]
- GRAPEVINE 22** call for date (October/November '97?)
- DEADLOCK 9** superb disk magazine by Anathema/Narcosis
- NFA WORD 5** disk magazine from NFA [AGA]
- NFA WORD 6** disk magazine from NFA [AGA]
- NFA WORD 7 OUT NOW!** New disk magazine from NFA [2 Disks]
- NFA BODYSHOP 8** [AGA][3 Disks]
- SHERILYN FENN SLIDESHOW** [AGA]
- PHOEBE CATES SLIDESHOW** [AGA]
- ERIKA ELENAKI SLIDESHOW** [AGA]
- NIKI TAYLOR SLIDESHOW 2** [2 Disks]
- TINY TOONS CLIPART** superb hand drawn clipart
- NFA BIG GIRLS II** [AGA][3 Disks]
- X-FILES GUIDE** exam to the TV Show
- GCSE MATHS GUIDE** GCSE help
- TRAVEL GUIDE** guide for avid world travellers [2 Disks]
- UFO : FINDING THE TRUTH 1** [2 Disks]
- UFO : FINDING THE TRUTH 2** paranormal and UFO stuff
- ALIENS CONFIDENTIAL 2** UFO and paranormal guide
- WEATHER GUIDE** [2 Disks]
- LUCIFERS "WICKED GRIMOIRE"** tears out of stuff
- LUCIFERS "BOOK OF SHADES"** [2 Disks]
- WHITBY AMOS CLUB DISK MAG - SPECIAL EDITION**
- OD060 KIDS DISK 7** another under 5's program
- SCOPEX "ARTCORE"** Doom-like gallery slideshow [AGA]
- NFA SOURCE "IN CODE 2"** Amos source 'disk' magazine
- TITANIC II** interactive database on the Titanic disaster [2 Disks]
- HISTORY OF THE WORLD CUP** all explained [2 Disks]

MAIN LIBRARY

MORE UTILITIES

- U076 WB3 HD INSTALL DISK** Prep, format and install WB to your Hard Drive. [WB3]
- U230 TOOLS DAEMON V2.1** Adds tools to your WB Menu [WB2+]
- U239 RE-ORG v3.11** Re-organise your desktop/disk [2 Disks]
- U302 VIEWTEK v2.01** Viewtek can show many picture formats including JPEG and the AGA screen modes. [WB2+]
- U317 ACTION REPLAY PRO** Action Replay for the A1200 [AGA]
- U318 VIDEOTRACKER DATA** Loads of data files for use within Videotracker. [40]
- U349 LIBRARIES + DATATYPES** Do you ever need a library? Here's a collection.
- U352 MAGIC WB v1.2P** The latest version of the 3-colour icon replacer. Use this with our Extras disks for superb results! [WB2+]
- U359 TELETEXT v1.20** Create a teletext receiver [WB2+]
- U376 POWERCACHE v37.115** Speed up your Hard Drive access with this cache program. Versions for 50, 100, 200 and 340. [WB2+]
- U379 DESKTOP MAGIC v2.0** This program allows you to assign sounds to Workbench functions like mouse clicking etc. [WB2+]
- U408 DISK SALV v2.31** This is the best disk file repair in the Public Domain. Untelete/halvage files and repair disks.
- U416 AMIGA DOS GUIDE v1** Learn Amiga DOS with this program
- U426 EPU STAKKER v1.0** Double your hard drive space. [WB2+]
- U434 EDWORD PRO v5** Edward Pro is the most comprehensive and stable to use word processor on the PD market. [WB2+]
- U440 SNOOPOOS v3** Use Snopocaps to monitor program activity. An ideal tool to find out what libraries are needed. [WB2+]
- U453 MAIN ACTOR v1.55** An excellent module animation player. Buy it. [WB2+]
- U454 VIDEOTRACKER 2 AGA** The AGA demomaker
- U467 T. U.D. E. v1.00** The Ultimate Degradator and Enhancer can be used to degrade A1200/400's to use WB3.3, remove fast mem etc.
- U475 RELOKICK v1.4A FINAL** Relokick is the most popular degranator around. Forget the fake v1.41, this is the real thing.
- U479 MSDOS FOR AMIGADOS** Allows you to use the MS DOS commands on your Amiga. Also uses the MSDOS star. [WB2+]
- U480 HD GAMES INSTALLER II** Install Jungle Strike, Assassin, Mortal Kombat II, Ruff 'n' Tumble and about 12 more!
- U487 BIRTHDATE HISTORY v2.21** Check events that happened on your birthday!
- U499 M.U.L.I. V2.3** Create GUI/Interfaces. Needed for Mosaic [WB2+]
- U502 GBLANKER V3.6** 0/20 An updated version for 020/30/40/60 CPUs. [WB2+]
- U514 DISK STICK v1.1** A disk labelling program
- U521 ADDRESS PRINT v4** Store addresses and print them to labels.
- U525 DOPUS MAGIC COMPANION** Loads of buttons, AREXX scripts for Dopus. [WB2+]
- U532 ALL NEW FINAL WRAPPER v3** Final Wrapper was the utility that the Final Writer uses last year. This is the very latest version.
- U533 CAR DATA ANALYST** Monitor and test your car's performance. First for the Amiga.

More utilities continued.....

- U543 TOOLS MANAGER** Allows you to have a "dock" of icons on Wbench. [2 Disks][WB2+]
- U553 GFX CONVERTOR v1.7** Decent graphics convertor. Loads about 10 different file formats and saves GIF, ILM, PCX, POSTSCRIPT, JPEG. [WB2+]
- U554 SOUND BOX v1.87** Converts sound samples from IFF, RAW, WAV, MAESTRO, VOC, AIFF and MAUD to any of the supported formats. In fact in IFF save as WAV or load as WAV and save as IFF. [WB2+]
- U560 DELITRACKER II v2.1** A great module player [WB2+][2D]
- U584 EXOTIC RIPPER v3.1** module and sample ripper [WB2+]
- U588 LOTTERY WINNER V2.0** good lottery predictor. [WB2+]
- U576 BLITZ BLANKER V2.5** Blitz Blanker is another tool that requires the services of MLI [U499]. Modulated screen blanker. [WB2+]
- U588 PC-TASK V3.10** All new PC Task v3. Demo version.
- U589 MP LOTTERY V2** Another good lottery program.
- U594 AMIGA FAX V1.42** Sends/faxes files on your Amiga [WB2+]
- U606 ESSENTIAL AMINET 5** recent Aminet uploads. [WB2+]
- U607 ESSENTIAL AMINET 4** more recent Aminet uploads. [WB2+]
- U617 HD GAMES INSTALL 3** Over 20 games such as Super Sidemk, Sensible World of Soccer to be installed. [WB2+]
- U618 TEXTURE STUDIO v1.02** For Imagine users - adapt those textures. [WB2+]
- U619 BALLS!** Superb and powerful Lottery program. [AGA]
- U623 AMIGA CD-ROM GUIDE** Guide to loads of Amiga CD's - Amigaguide etc. [WB2+]
- U628 ICONIAN v2.91** Superb AGA icon editor. [AGA]
- U634 FRODO v1.5** The very best C64 emulator for the Amiga. Relive the old games with this. [WB2+][300+]
- U635 DOPUS UTILS 2** Loads of utilities for Directory Opus 4/5. More scripts, Arexx routines etc etc. [WB2+][Dopus]
- U636 TYPING DEMON** Learn how to type very quickly!
- U638 ESSENTIAL AMINET 7** Aminet utilities. [WB2+]
- U648 HD GAMES INSTALLER 4** loads more installers for your favourite games. Obsession Pinball, Powerdrive etc [WB2+]
- U649 enLOCK** Lock program for a hard disk. [WB2+]
- U650 BOOKIE BEATER** Beat the bookie at his own game! [WB2+]
- U653 SKIDMARKS 2 CARS** 4 cars for the AGA Skidmarks. [2D]
- U658 SUPER DMS v2** A powerful interface for DMS. [WB2+]
- U658 DOPUS v5.11** UPGRADE Upgrade your original Dopus to v5.11
- U663 TURBOSUITE v3.3** catalogue your disks [WB2+]
- U666 IMAGE DESK v1.60** decent picture thumbnail program [WB2+]

MORE GAMES

- GM58 BLACK DAWN II** a popular 3D adventure
- GM67 SCRABBLE** the classic board game
- GM78 STARWOLFS** Thrust and odd mixed! [WB2][2 Disks]
- GM93 KLONDIKE III** for hard drive users [WB2+][WB2+]
- GM97 TOP HAT WILLY** An Amiga "Jet Set Willy" rip-off. Addictive!
- GM105 DYNAMITE WARRIORS 2** another bomb clone
- GM116 CHAQUEQUES** yes, two please! A Learnings type game. Direct your little men (with different skills) to the end. [2 Disks]
- GM123 MEGALOCK V2** the best Tetris games on the Amiga
- GM125 KEBLOGS LAND** Wow! The best PD platformer ever! [AGA]
- GM126 SUPER MEGA FRUITS** a good Fruit Machines game.
- GM127 ZAXXON** superb! The C64 classic now comes to the Amiga!
- GM132 SAMURAI SHOWDOWN** this is an amusing Street Fighter clone. Good! [AGA]
- GM136 CYBERMAN** wow! A 3D pacman clone. Very decent indeed. GM138 INTERNAL COMBUSTION great skidmarks-esque multi-player racing game
- GM141 MADHOUSE** a graphical adventure game. [2 Disks]
- GM147 DELUXE GALAGA v2.51** must be the best PD shoot-em-up ever made!
- GM194 BATTLE DUEL** AGA battle duel is a SUPERB multi-player artillery type game. [AGA]
- GM195 BATTLE DUEL ECS** ECS version of the above [WB2+]
- GM196 ROCKETZ V2** superb AGA only 2-player thrust/shoot-em-up game. One of the most addictive multi-player games ever! [AGA]
- GM164 CYBERGAMES** excellent! A street fighter clone with gore! This is probably the best shoot-em-up game in the Public Domain. [2D]
- GM169 MASH** Similar to Team 17's new Wormz game. A subtle clash between Lemmings and Cannon Fodder.
- GM174 TANKS!** excellent tank-war sim
- GM176 ALIEN GENOCIDE** sim. A Operation Wolf clone? [2 Disks]
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NFA have been serving the Amiga 'scene' recently with an amazing amount of effort. Well known in the UK for their Bodyshop series, excellent AGA-only Word disk magazine and programs such as 'Balls', 'Boomin Eck' and 'enLock' present their first CD for the Amiga. Unlike other scene releases, this contains AGA PD from the last 3 years of which 90% will run straight from the CD! Contains the best WB3+ utilities and creative software (100MB), the greatest AGA games (100MB), high quality AGA slideshows (150MB), the most outstanding AGA demos (200MB), entertaining and informative disk magazines and the best of the rest including the licenced Amiga Reports and all the Amiga 'Doom' clones. NFA have also compiled loads of exclusive wares for the CD: slideshows, Klondike cards and more. All this and contained in superb exclusive raytraced iconified drawers set within a Magic Workbench environment makes the CD an absolute pleasure to use! This CD would make a superb Xmas present for any A1200 or A4000 user with a CD-Rom. **TRADE** details and prices available on request.

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For under 100 quid *Imagine 3* offers a fully-featured 3D rendering system. "Not bad", enthuses Graeme Sandiford.

Anyone who has been involved with 3D rendering for a reasonable period of time will have, at one time or another, owned a copy of *Imagine*. It, along with Real 3D, has been one of the programs that put the Amiga at the forefront of desktop 3D graphics.

In fact, *Imagine* remains the most popular 3D package on the Amiga; a brief look on the Aminet would confirm this, since at least 80 per cent of the rendered pictures contained in the Pix directory were produced in one version of *Imagine* or another.

At last a decent object is supplied with *Imagine*. This Dodge Viper is quite tasty.



However, time has moved on and, although still respected, *Imagine* is no longer regarded as the best raytracing package on the Amiga. Programs like Real 3D and, especially, LightWave have stolen the high-end of the 3D market with the net result of *Imagine* selling at a substantially lower price than these two.

While this might mean that it is no longer the "bees knees", it is good news for beginners and keen amateurs, since for under 100 quid they can get hold of a fully-featured 3D rendering system.

Version 3.3 is actually quite a sizeable step up from *Imagine 3.0* and approximately 50 new additions and refinements have been made since we last reviewed version 3.0 in issue 61.

However, the overall interface has not been redesigned drastically, which would have been a bit much to ask from 3.0 to 3.3. The program still wears its dated front-end and quirky requesters with the result that while several enhancements have been made, long-time *Imagine*-users are not going to have to adjust to a new way of working.

Pretty much all of the changes that have been made to the interface have filled holes in the way *Imagine* operates.

For example, it is now possible to perform a quickrender from an attributes requester, rather than

having to close down the attributes window, performing a quickrender and then opening the window again to make a change.

Another example of fixing the deficiencies of earlier versions is being able to change an object's attributes from the Stage editor. There are now two rows of user buttons available and *Imagine* has finally embraced AGA by supporting 256-colour screens.

While these changes may seem rather small, it shows that Impulse are listening to the demands and wishes of their customers and bodes well for version 4.0.

As well as these minor tweaks, there have been some quite substantial additions. A fine example of this can be found, once again, in the attributes requester where it is now possible to have a preview of a surface rendered on either a plane, or sphere, if you have a 256-colour screen.

This is particularly handy in giving you an idea of what the surfaces will look like, because it's now possible to morph between different surfaces by adding a morph value which determines a texture's, or brush's intensity.

Remaining with object attributes, there have been several new mapping types added which include: specular, hardness, shininess, brightness, fog length, index of refraction, ambient light and roughness. From this list of mapping-types, it should be possible to create an almost limitless number of different types of surfaces.

As a further aid to creating surfaces 24 quick attributes have been supplied to get you started. You can also select colour values for textures using 256-colour pickers that enable you to know what sort of effect changing a value will have before you do it.

It is now also possible to view brushes before they are applied to objects. To make handling textures and brushes easier, you can now move between them using next and previous buttons; give them labels that make them readily identifiable to the user and duplicate, drop, or disable them with a single click.

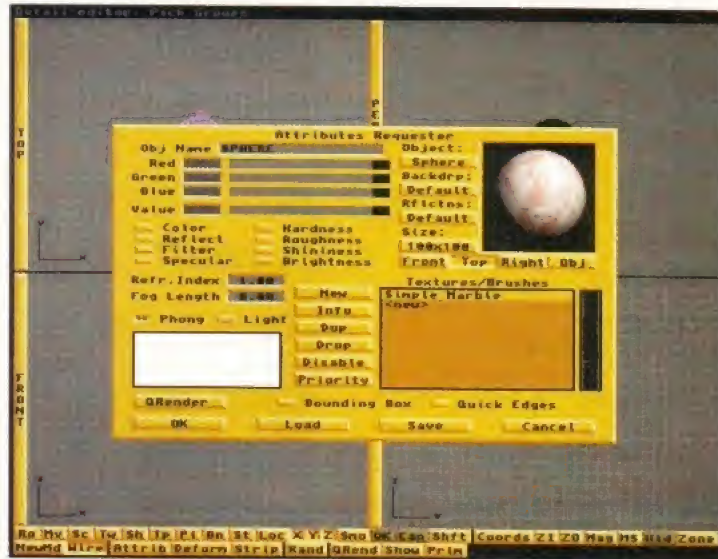
Being able to disable textures and brushes gives you the chance to see how removing one or several of them will change an object's appearance without the hassle of having to reload and reset them if you need to later on.

There is now a new backdrop feature that enables you to display a background image in editors to help facilitate rotoscoping – combining rendered with live action.

While we're on the subject of images, it's possible to display both pictures and animations from within the program. You can now use anim files as global brushes and backdrops, which is ideal for scenes involving flickering images or moving backgrounds, since you no longer have to load them in as sequences of single files.



Don't you just hate when you have to render a complete scene to see if one area is okay? Now you can use *Imagine 3.3's* preview and then stop the render.



Imagine 3.3's attributes requester has been beefed up and now has a 256-colour render of the current attribute, a Quickrender button and texture morphing.

Anim files can also be used as brushmaps which is great for animating surfaces. If you are able to use the hi-res, 256-colour mode, you will be treated to a 256-greyscale, real-time preview of a render. This is very useful since it may be able to spot an error without having to waste time doing a complete render.

Imagine's modelling tools, mostly the ones found in the Detail editor, have also been revamped. For example, the bones feature has been made a little less time-consuming with a new Smartbones option which doesn't require you to create a subgroup since it does it more or less automatically.

You can also stitch objects together seamlessly with a tool called Set/Fill Edge Line and make smoother objects with the Smooth Edge Line tool. Selecting object faces has been made easier with the addition of the Pick More and Hide Unpicked tools.

As well as all these basic changes, there are a few more subtle additions, such as some new textures, depth of

field rendering and new global effects, like Cepia, Contrast, FadBlack, Melt, Negative, Toon and Solarize, which give you more control over how your renderings will appear.

The arming of *Imagine* with so many major and subtle new features is quite surprising since this is only meant to be a small upgrade. Many of the holes that have plagued the program have been plugged and it has been made marginally more usable, but it is still far from perfect. There are several glitches that can be a real pain in the neck – but, hey, *Imagine* wouldn't be *Imagine* without some glitches.

While it still lacks the brute power of Real 3D or the ease-of-use of LightWave, *Imagine 3.3* shows that it is still a force to be reckoned with. If this pace of changes keeps up, then *Imagine 4* should be an interesting prospect.

Mind you, *Imagine* may need all the help it can get with new challengers, like the feisty Cinema 4D, on their way.



This is one of the demonstration objects supplied with *Imagine 3.3* and shows what can be done with the Spline editor. Although it appears rough here, it renders smoothly.



Imagine 3.3 has a selection of new effects that can change the way that your images render. This image was rendered using the Cepia global effect, but there's also a cartoon effect that's quite good too.

IMAGINE 3.3

DISTRIBUTOR

Emerald Creative Technology
0500 749469

PRICE

£198.90 (rolling upgrade
from 3.0 to 4, £99.95)

SYSTEM REQUIREMENTS

Hard disk.
3Mb of RAM recommended.

SPEED

Thanks to a few tweaks the program's rendering time has been reduced.

MANUAL

About as clear as a politician's conscience.

ACCESSIBILITY

Things have improved quite a bit and there's not as much needed to open and close windows.

FEATURES

Imagine has had a surprising number of both large and small new features.

VALUE

Just under £100 is quite a lot for a minor upgrade, but it does take you through to version 4.

"There's life in the old program yet."

85%

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Seemingly, in a rather déjà vu situation most reminiscent of the home VCR market in the late Eighties, there are more and more "gimmick" CD-ROM drives appearing on the market. A few months ago we had the Aiwa, with its huge LCD display and audio transport buttons. It looked gorgeous, but is there any point, apart from impressing your mates?

The new portable CD-drive from Media Vision is slightly easier to justify. What is the point of having a portable CD-player, in this technological age, if it doesn't have a SCSI port to connect it to your home machine? Unfortunately, looked at from this angle, this device weighs in at around twice the price of a similarly featured portable CD from the High Street.

Looking at things from another angle, though, if you need a CD-ROM drive, you may as well have one that can be used as a personal CD player. The drive costs only £20-30 more than similarly featured CD-ROM drives, but with the advantage that you can slip it into the stylish carrying case and listen to audio CDs on the move. The case is designed to fit snugly around either the separate CD player, or the complete unit with velcro-covered access holes – a perfect CD companion for a laptop.

Features-wise, the drive is a multisession-capable, double-speed mechanism. By plugging the stylishly curved, caddyless CD unit into the SCSI base, you can attach it to any SCSI system via a SCSI2 connector. There are two SCSI ports on the back, just in case you need a through connection for other drives.

The standard SCSI2 connector is not widely supported by Amiga SCSI interfaces, but, fortunately, Power Computing are supplying the drives with a converter from the rather more popular 50-way SCSI connector (as used by interfaces such as the Squirrel).

The Base module also includes a further space for batteries. You are going to need an additional eight penlight batteries to provide the correct voltages for SCSI transfer. Fortunately, there is a mains adaptor port, which can be used with either the standalone player, or the SCSI block.

The units fit together very well, and there should be no problems with bent or damaged connectors, because two solid rods guide the units together – the outer casing is more likely to break before the connector.

Once everything is connected up, the drive is more or less

EXTRA EXTRA!

As well as the CD-ROM drive and the mains transformer, the Media Vision pack includes a rather excellent padded carrying case, a Squirrel interface and a set of "multimedia" speakers, which connect either into the CD-ROM drive (with an extra lead), or into the back of your Amiga. With all this included at £199, the package seems to represent excellent value.



Media Vision portable CD-drive

Another flash gimmick, or a case of servicing a legitimate need? Nick Veitch seemed like the right person to ask.

the same as any other double-speed CD, although a bit more stylish.

Amazingly, even without a caddy, the unit is perfectly happy to work in virtually any orientation and in tests the claim of 306K/sec seems to be perfectly justified – the unit certainly gives better sustained transfer rates than many other CD-drives, even using the Squirrel

interface which has a PCMCIA bottleneck to contend with.

This is certainly the most viable portable CD solution we have seen so far. The clever design and stylish looks echo the exemplary performance, and I have little hesitation in awarding this product the finest accolade an Amiga magazine has the power to bestow.

MEDIA VISION CD-DRIVE

DISTRIBUTOR

Power Computing
01234 273000

PRICE

£199.95

SYSTEM REQUIREMENTS

SCSI interface. Works with A4091, A3000, Squirrel and others.

SPEED

A standard double speed drive, but sustained transfer rates are impressive.

MANUAL

Adequate instructions are included, so you should have no real problems.

ACCESSIBILITY

The hardest thing to work out is

which way round the carrying case fits. Supplied with software for Squirrel and CD tools.

FEATURES

It's hard to see what more could be added to this mechanism.

VALUE

Outstanding value-added price makes it competitive with many other "multimedia" solutions with the added advantage of portability.

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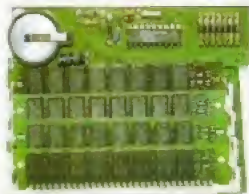
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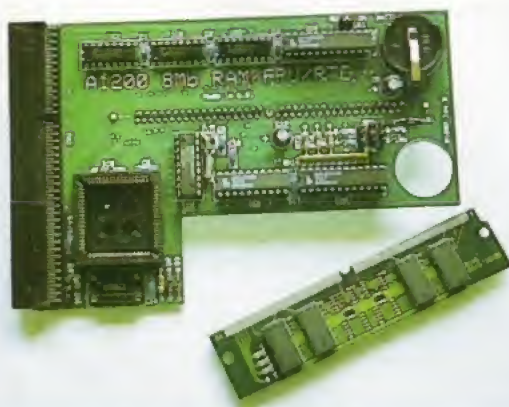


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CD-ROM ROUND UP

SPECCY SENSATION 2

EPIC MARKETING ■ 01793 490988 ■ £17.99

Ah, I remember my first home computer, like most people's it was a Sinclair ZX Spectrum. In fact, it was only the 16K model which made how much fun that could actually be had with it all the more amazing.

Back then, games only cost about £5; now, however, most computer games are in excess of £25. Bearing this in mind the *Specy Sensation 2* CD-ROM brings back those Halcyon days in more ways than simply gameplay, since you get hundreds of games for just £19.99.

Of course, you also get a Spectrum emulator to play the games on. As it happens, the disc contains emulators for the Atari ST, Acorn Archimedes, Mac and PC, as well as for the Amiga.

There are also instructions on how

to convert your old Speccy games. However, it should be pointed out that the legal grounds for doing this (and the CD in general) are a bit dodgy, although it is unlikely that most companies will be too concerned, or lose much money.

There are plenty of games that were missed out in the first *Specy Sensation* CD and you'll find some real classics like *Yie-ar Kungfu*, *Aradia* and *Doomdark's Revenge*, plus many more.

I soon found myself completely engrossed not only in the games, but also the memorabilia, such as pictures of the machine and of Sinclair products.

Like its predecessor this CD is a must of Spectrum addicts.



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93%

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Admittedly, the second disc is just full of animations, some of which you'll already be familiar with, but they are, on the whole, quite good. The images are perhaps the highlight of the discs with still images from almost every popular sci-fi film and TV series.

In short, these two discs should keep even the most rapacious of sci-fi fanatics occupied for a long time.



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89%

FRESH FISH X

PDSOFT ■ 01702 466933 ■ £18.99

Since we last saw a Fresh Fish disc, its format has undergone a few changes. The contents are still organised in the same way, with a drawer for each type of software or file, but the disc sports a new front-end and search engine. They are a clever implementation of the AmigaGuide format and enable the user to search out and de-archive what they are looking for or are interested in. However, the search system is very slow.

The contents are solid, though they do have a heavy bias towards Comms and GNUC programming utilities. This is a strong collection and has all the new Fred Fish disks from 1001-1100.



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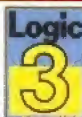
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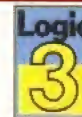


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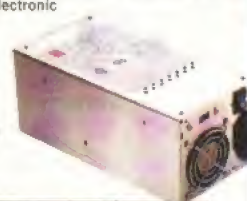


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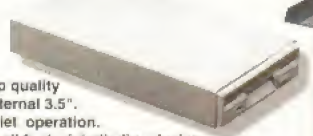


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Final Writer 4

Larry Hickmott picks up the latest version of *Final Writer* to see what's changed in this popular Amiga word processor.



Word processing on the Amiga is dominated by two programs, *Wordworth* and *Final Writer*. It would seem from the letters I get and the number of messages on the Internet, that *Final Writer* is blossoming into being many people's favourite word processor.

It's easy to see why when you look at the feature list which continues to grow ever longer as each upgrade hits the shelves. The latest version to be released is *Final Writer 4* and with it come a number of new features.

Final Writer is a word processor for the serious Amiga user. You will need a hard drive and at least 4Mb of memory in your Amiga to make good use of it, even more memory if you like to have lots of pictures on your page. The reason why *Final Writer* needs such a fair whack of hardware, is because of the large number of tools it contains.

Most of these are text formatting functions. No other graphics-based word processor on the Amiga comes close when it comes to the formatting of text, although the upcoming version of *Wordworth* promises to give *Final Writer* a run for its money.

Just two of *Final Writer's* most prolific features are style tags and "chapters" within a single document.

If that isn't enough, Softwood have now followed the lead of the major packages like *Word* on the PC, by introducing a grammar checker. This type of program has received bad press in the past and, on the face of it, justifiably so. Grammar checkers do not, for example, know in what context a passage is written by the author and therefore can be tripped up easily.

Grammar checkers do, however, serve a purpose, just like spelling checkers, in that unlike the human eye, they don't miss the little things – something that is easily done when checking large amounts of text.

The grammar checker, by the way, is not just *Proper Grammar* bolted on to *Final Writer*, but a different system altogether.

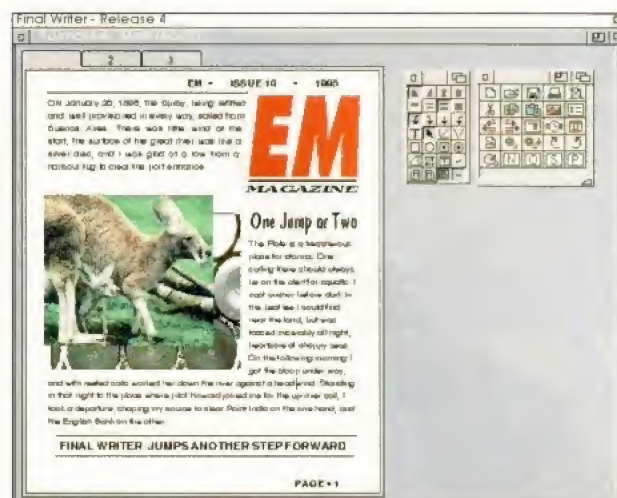
PUTTING A NEW FACE ON THINGS

Version 4 of *Final Writer* also sees the introduction of something called *Clik Tabs*. These are tab style buttons that help you navigate your way around a document. Whether it's going to a new page or a new section, *Clik Tabs* are designed to make it easier, a task they succeed very well at.

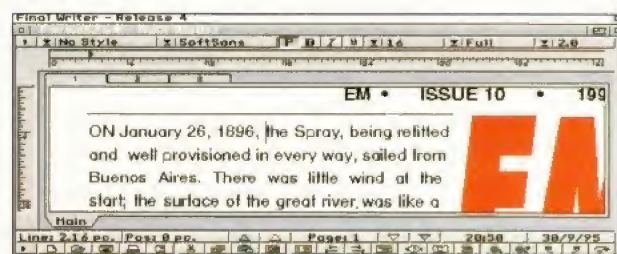
Many, though, have raised questions about how much space these tabs take up on screen, so I'd better



Final Writer 4 still has the annoying habit of freezing while it remaps the colours in bitmap images on your page. This slows it down and the only way to avoid it is to get the program to hide all pictures.



Final Writer has taken a large step forward with the addition of a grammar checker as well as some navigational aids for moving around a document. Many other functions, like tables, are still on the drawing board.



Go overboard and turn everything on when using a non-interlaced screen mode and you don't get a lot of space for editing your page.

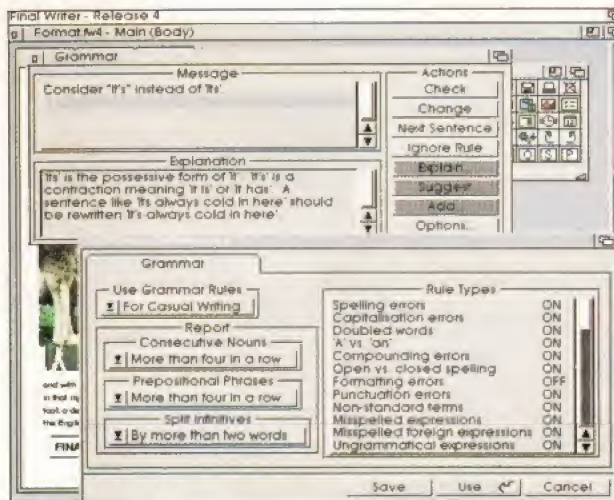
FINAL WRITER VERSUS WORDWORTH

One of the most important questions anyone buying a word processor will ask themselves is: Do I need *Final Writer* if I already have *Wordworth*? The answer is a definite yes if you need the features not yet part of *Wordworth*. Here are a few pointers for you to consider:

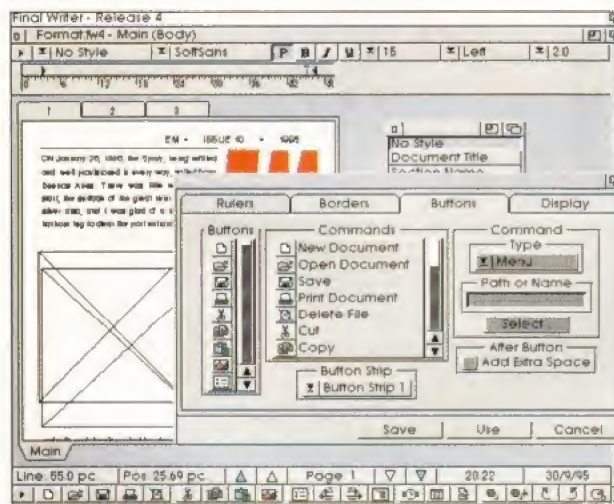
Features	<i>Wordworth</i> 3.1 r2	<i>Final Writer</i> 4
Style tags	No	Yes
Asymmetrically stretch text	No	Yes
Multiple sections in one document	No	Yes
Grammar checker	No	Yes
Tables	Yes	No
Mail merge*	Yes	Yes*
Text effects	Yes	No*
PostScript	Yes	Yes
ARxxx	No	Yes
Master pages	No	Yes
Spelling checker & Thesaurus	Yes	Yes
Text frames for multiple lines of text	Yes	No
Facing pages view	Yes	No

* Only one record per page.

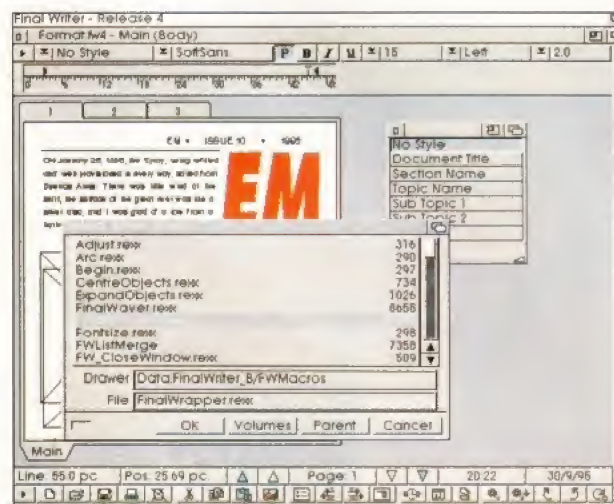
^ Some text effects can be created using a shareware program called *Final Wrapper* which is more complicated to use than *Wordworth's* text effects engine.



Grammar checkers do have their uses like picking up the incorrect usage of the word 'its'.

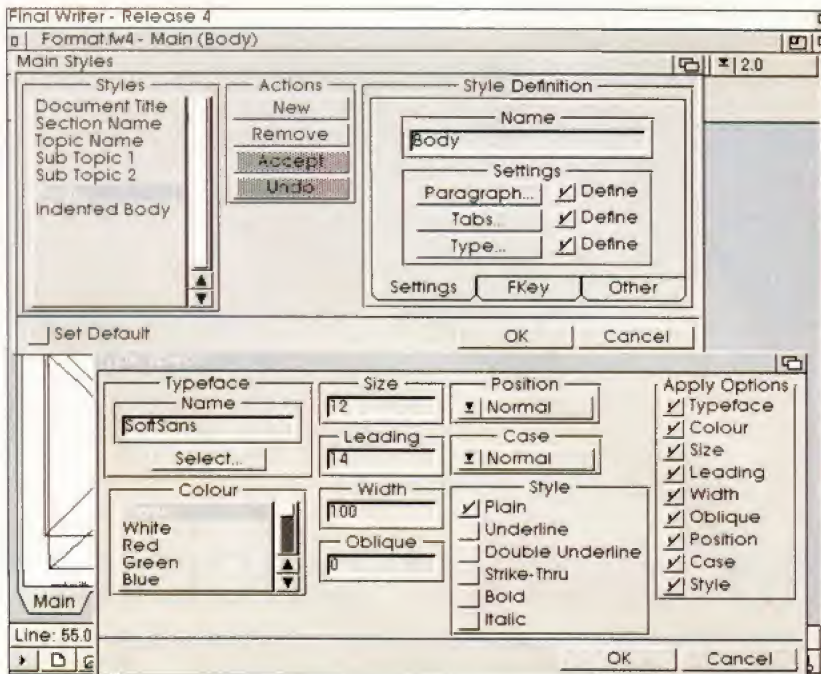


Final Writer 4 now has many preferences panels for configuring the look and functionality of the program, including what buttons you want in your tool bar.



Although underused by most Amiga-owners, Final Writer's ARexx port still lets you take advantage of programs like Final Wrapper.

WANT TO KNOW MORE?
 If this review has whetted your appetite for more information on word processors, then there are a number of other articles you should look for. In April's *Amiga Format* there was a really cracking look at three of the major word processors in the form of *Wordworth*, *Final Writer* and *Protext*. You will also find in December's *Amiga Shopper*, *Amiga Format*'s sister magazine, a word processor Supertest of all the word processors currently available.



Formatting text using style tags is dead simple with Final Writer 4.

point out that you can turn them off if you think they'll annoy you.

The interface has also seen the menus in *Final Writer* change quite dramatically, with many items having been taken out and placed in preferences panels, of which there are quite a number in *Final Writer 4*.

You can also now zoom in and out in five degree increments, making it easier to get a page to fill a screen. An information bar has also been introduced, giving you another method of navigating your way around a document, as well as functions for inserting items like the date into a document at the click of mouse button.

TURNING THE TABLES

Despite all these new features, there are many more that have not yet been implemented. Tables and text frames are two major ones still missing, but are

being considered by Softwood. *Final Writer* is also still very slow when you have bitmapped images showing on the page. The way it allocates screen colours to an image can slow it down dramatically. Although the display of images can be turned off, it would be useful if Softwood could sort this out so we can have pictures showing on our pages while designing it, without being stopped in our tracks every time we flick between screens.

This, I'm sure, will be looked at since Amiga publishers are now going to great lengths to produce user-friendly word processors that can compete with other similar products on the PC and Macintosh. That said, though, the Amiga ones do have quite a way to go to catch up, but with competition between *Final Writer* and *Wordworth* hotting up, you, the customers, are the ones that benefit.

FINAL WRITER 4

<p>DISTRIBUTOR Softwood Europe 01773 836781</p> <p>PRICE £74.95</p> <p>SYSTEM REQUIREMENTS WB 2.1 or higher, hard drive and a minimum of 2.5Mb of free memory.</p> <p>SPEED ●●●● Text handling is very fast, but add pics to your page and it slows down, unless images are hidden from view.</p> <p>MANUAL ●●●●● A thick brick, this manual covers everything in a user-friendly way.</p> <p>ACCESSIBILITY ●●●●● The learning curve with a program so powerful is bound to be steep, so give yourself time to get acquainted.</p>	<p>FEATURES ●●●●● More text formatting features than you could ever need. Missing, though, are tables and text frames, as well as the ability to import pictures into a frame.</p> <p>VALUE ●●●●● With 100 EPS clip art images and 120 outline fonts bundled with this powerful word cruncher, the value of <i>Final Writer</i> is second to none.</p> <p>"A truly superb word processor for all you budding authors."</p> <h1 style="font-size: 2em; margin: 0;">90%</h1>
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The **essential** magazine for Amiga enthusiasts

AMIGA SHOPPER

The **write** decision

"Why is there a picture of Shakespeare on this page?," you may well be thinking. Well, he's here because we think he would be reading our massive word processing and DTP packages Supertest – if he were alive today, that is! If the bard were writing his Complete Works now, he would probably choose to use an

Amiga (of course) and he would obviously turn to Amiga Shopper for advice on which word processing program or DTP package was best for him. In fact, we could have told him which program had the best spell checker!

If Mr. Shakespeare chose to use a DTP package, he would then turn to our DTP tutorial to find out how to use it to its full potential. Probably.



Connect yourself!

If you want to connect your Amiga to another computer, be it another Amiga, a Mac, or even a PC, you need to read our guide to networking first. John Kennedy has been experimenting with networking for ages, and now he shares his findings with you.

Win! Win! Win!

We have a Taxan monitor worth £700 to give away free to an Amiga Shopper reader. It could be you!

Disks

We have another excellent couple of Coverdisks on the December issue. First, there's the full and complete Aural Illusion 1.17. This sample processor can edit samples and create new ones in its built-in synthesizer. Then we have another complete package from F1 Licenceware – Blackboard 3, an image processing program. Plus, there are loads of other programs – 5.5Mb in total!



Amiga Shopper **December '95**. On sale **NOW!**

Final Data is a program with an identity crisis. It doesn't seem to be able to decide what it is - a database or a spreadsheet. The result is a program that mixes the two and ends up as something that isn't ideal as either. But that might not be as bad as it seems. If used correctly, Final Data can be surprisingly powerful.

In essence, the program is a database that comes with a fixed design. It is separated into rows and columns, where the columns can be varied in width but the rows are set to one character deep. Hence the visual similarity to a spreadsheet. Into each cell (a box one row by one column, i.e. a single area for information) you can enter a variety of data. It can be text, numbers, date, or a calculation based on other cells. Since the first version, there has also been a RCalc option, which allows running totals to be calculated, and also a memo function.

The memo is to allow you to enter a mass of text and assign it to a small cell. Because the size of the cells is restricted to one line long (although the line can continue to scroll and isn't restricted to the width of the column), the memo overcomes the problem of being able to see a decent amount of text in one go.

This is a compromise to solve the restrictions that the row depth throws up and it works to a certain extent, but of course, you can't really compare two fields from different rows that contain this sort of information in the same way that you can with more configurable databases.

By now it's probably also apparent that there is no way of including any other media, such as pictures or sounds, into the database. That can be a useful function that some other databases allow.

PURE SIMPLICITY

However, Final Data does have a couple of areas that make it very strong. It's easy to use, making it ideal for the beginner who doesn't want a complex database that requires you to design its interface and tell it what sort of data will be stored and where it can find external viewers and images. Final Data is a simple point-and-click program.

Although the data is restricted to keyboard input, each field has several definable options. So numbers or calculations can be made in currency (anything from sterling to yen) and dates can be entered in different orders - for example, 25/12/95, 12/25/95.

Because the options allow you to operate on data and to display results of calculations based on constantly updated data, Final Data is also a pretty useful spreadsheet for low-level users. Again, it stands out as easy to use and you can have a fully-featured Finance Manager, getting your bank account up and running within ten minutes.

In addition to the functions mentioned above, version 2 has had a few more additions. It can now perform tasks like cutting/pasting and printing on selected rows and these rows, unlike in many other programs, don't have to be sequential, i.e. you can select rows 1, 3, 5, 6, 7, etc.

The database query is more powerful than just a find command, allowing you to make specific parameters - such as on a database of your finances you could ask it to find a withdrawal of more than £200 made by a cheque last year, or a cheque paid in by a certain person. In fact, anything at all you can think of.

There have also been "views" included, which allow you to divide a database into subsections. A database of cars could have views of saloon, sports, etc. and selecting a view would allow you to look at the cars in that section. The ARexx support has also been improved, which allows you to do things like fitting the columns into the screen.

Final Data 2 offers some of the functions that should have been in the first version. It isn't a big update. It performs as a database with some of the advantages of a spreadsheet and, as such, makes it an ideal double-program for low-level use and beginners. But power-users will soon find that they want more than it can offer.

Final Data 2

Is it a bird? Is it a plane? No, it's a database/spreadsheet doppelganger. David Taylor explains.

No	Title	Starring	Director	Cert	Rating
1	1 Alien	Sigorney Weaver	Ridley Scott	18	75
2	2 Aliens	Sigorney Weaver	James Cameron	18	98
3	3 Aliens - Director's Cut	Sigorney Weaver	James Cameron	18	100
4	4 Alien 3	Sigorney Weaver		18	78
5	5 Robocop	Peter Weller	Paul Verhoeven	18	100
6	6 Robocop 2	Peter Weller		18	88
7	7 Hellraiser		Clive Barker	18	75
8	8 Hellraiser 3		Clive Barker	18	88
9	9 Excaliber	Nigel Terry	John Baarman	18	75
10	10 The Terminator	Arnold Schwarze	James Cameron	18	75
11	11 T2 - Judgement Day	Arnold Schwarze	James Cameron	18	75
12	12 Airplane			18	75
13	13 Dune		David Lynch	18	75
14	14 Sleepless in Seattle	Meg Ryan		18	75

Into each cell (a box one row by one column) of the database, you can enter a variety of data. It can be text, numbers, date, or a calculation based on other cells.

Date	Transaction	Deposit	Withdrawal	Balance
26/9/95	Balance carried forward	£10.00		£10
28/9/95	Salary	£1,000.00		£1,010
28/9/95	Council Tax		£50.00	£960
28/9/95	Rent		£300.00	£660
28/9/95	Loan		£300.00	£360
28/9/95	Loan		£100.00	£260
30/9/95	Busking	£18.00		£278
1/10/95	Lottery	£1,000,000.00		£1,000,278

Final Data is also a pretty useful spreadsheet for low-level users. You can have a fully-featured Finance Manager, getting your bank account up and running within ten minutes.

FINAL DATA 2

DISTRIBUTOR

Softwood 01773 521606

PRICE

£39.95 (£10 upgrade from v.1)

SYSTEM REQUIREMENTS

WB 1.3+, 1Mb RAM. Impressively low system required.

SPEED

This program works fine and at a respectable rate, even on a standard A500+.

MANUAL

Very comprehensive, with an addendum for version 2. Details of what the ARexx scripts included do would have been nice.

ACCESSIBILITY

Ease-of-use is the program's strongest point.

FEATURES

Restricted to text and numbers, but with useful spreadsheet options. I had some trouble redefining columns, though.

VALUE

The upgrade shouldn't cost more than a fiver.

"Two programs for the price of one for low-end users."

80%

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Collection of the very best classic arcade games. eg. Centipede, Space Invader, Pacman & many more. Recommended
Card Games Pack 3 (5 disks)
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Puzzle Games Pack 4 (5 disks)
5 disk pack with quality puzzle games like Simon, Rubik Cube, PuzzWord, Picture Puzzle & many more. Far too many to list
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AGA4007 MINDWARP very fast demo for the A1200
AGA4008 KLONDIKE DELUXE AGA (3D) the best A1200 card games with glamorous topics on card faces 18 + only
AGA4011 SLEEPLESS NIGHT 3
AGA4012 PLANET GROOVE Super A1200 Demos
AGA4013 MOTOR INVADER 2 (2 disks) Brilliant INVADER game
AGA4015 POINT OF SCALE Great A1200 only demo
AGA4017 EPHRODISIA - Family gogo demo
AGA4017 WORLD OF MAMMA (4 disks) magnificent Japanese comic slide show Recommended
AGA4021 MAGIC WORKBENCH Improves the look of your WB & adds some functions to your WB. Really BRILLIANT!
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AGA4062 BODY SHOP Vol 1-7 (2 disks each) see below

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AGA4091 A1200 FIX CD & 3 DISKS FOR A1200
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AGA4096 A1200 FIX DISK VOL 3 (New July 95) All disks above are designed to make any other A500/A600 Amiga programs/games etc run on your A1200/A4000

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AGA426 ORIGIN 2 (2 disks) Amazing

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U258 PENNY WISE Very powerful database
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U345 HOME BUSINESS JOURNAL - Easy to use database
U364 HOME ACCOUNT - Account program
U388 AMICASH Regarded as the best account prog. Excellent
U385 LORAN NOTE BOOK Database & word map.
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U688 INVENT ORYET Very nice contents for reference
U712 EDWORD PROFESSIONAL Truly the best word processor
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X30 Mega Maid
X31 Calendar Girl
X32 Mayfair
X33 Utopia (4 disks)
X45 Girls of Sport
X49 Page 3 Girls
X70 Gon-Gon Girl
X71 Tina Small
X91 Cindy Calendar '95
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An impressive collection of 3D modelling tools took Graeme Sandiford's fancy this month.

Snap Maps

After being involved in 3D computer graphics a while most people pick up a number of the tricks of the trade, but it is always nice when someone else discovers them for you. *Snap Maps* might be considered just such a thing - a gem from an expert that should make life easier for you and help improve the quality of your renderings at the same time. *Snap Maps* act as templates for creating complicated or organic objects. There are two volumes currently available: *Fields & Foliage* and *Building Materials & Fabrics*.

The principal behind them is surprisingly simple and one that most experienced animators should be familiar with. *Snap Maps* are a cunning combination of several different mapping types: clip, bump and colour. However, where these collections differ from the other texture collections is that, because of the inclusion of bump and clip maps, they not only colour your objects, they can also add



This example scene puts several maps to good use on simple objects.



Fields & Foliage contains a lot of hard-to-model objects, like grass.



Here are some of the building materials and fabrics available - check out the graffiti cement.

surface detail and actually change the shape of your objects.

These features make them ideally suited to help in the creation of objects that are difficult, or just plain fiddly, to make using more traditional methods. Since the clip maps are simply images they can be used with any Amiga 3D package, such as LightWave, Real 3D, Imagine, or Cinema 4D.

Their image-based nature also means that their application need not be restricted to 3D graphics, because with a little creativity it's possible to make good use of *Snap Maps* in video work, or as a useful compliment to an image processor.

So how do they work? All you need to do is add your colour map to an object, then its matching bump map and finally a clipping map, if it is needed. The majority of the time, when creating buildings or other simple objects, you'll probably only need to combine colour and bump maps, but, when you do combine all three types, incredible results can be gained in surprisingly little time.

As an aid to finding the maps that you want, there are plenty of example

images provided, even though most of the maps are sensibly named and it's therefore easy to identify their contents.

This is just as well since there are quite a few files, especially in the *Building Materials & Fabrics* volume, that include such materials as brick, burlap, cement, chainlink, concrete, crossweave, fabric, gravel, lace, lattice, mesh, net, plush, ribknit, slats, stripecloth, tile weave, wicker and wood.

In the *Fields & Foliage* you'll find bark, fern, flower, fourleaves, grass, ground, hedge, ivy, lawn, palm, stems, stones, thinflower, threeleaves, twig, vine and wildgrass.

However, despite this huge list of potential objects these collections have another advantage in the extremely helpful manual which even explains how you can work around some of Imagine's limitations to get the best out of the maps. Added to this, you get a set of tutorial scenes for Imagine, Real 3D and LightWave. This is a truly impressive collection that should have you rendering stunning scenes, ranging from jungles to urban areas.

SNAP MAPS

DISTRIBUTOR

Anti Gravity Products
001 310 393 6650

PRICE

\$100 (£65) each volume, or
\$185 (£120) for both.

SYSTEM REQUIREMENTS

Hard disk and a 3D program.

SPEED

Snap Maps can save you a lot of time modelling and are quick to render.

MANUAL

The manual is extremely helpful and has plenty of examples.

ACCESSIBILITY

If you have been using your chosen 3D

package for some time, this should be a piece of cake and beginners can even learn a lot from the manual.

FEATURES

An excellent implementation of a simple, but ingenious idea.

VALUE

£120 may sound a lot for a bunch of images, but you're getting a lot more than that - a whole range of high-quality objects

"All those hard-to-make objects ready to go - hmm"

90%

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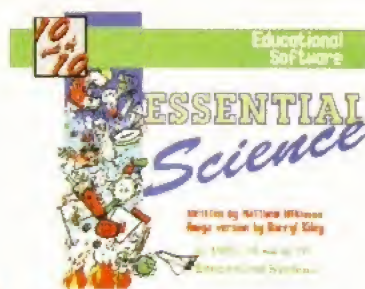
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Essential Science

Get children used to computers at the same time as they learn about science. What could be better? David Taylor goes back to school.



This title is aimed at teaching children between the ages of 5 and 12 about the basics of science. There are six games and each game has three levels of difficulty and several levels of play, each level dealing with a different aspect.

So, one game might start off with the relatively easy task of reading digital clocks (with different difficulty levels dictating how easy it is to select the answer, i.e. relating to gaming skills, not knowledge). Then, the next level will deal with a completely separate area, such as placing animals within their groups, like mammals or insects.

The program allows the child to progress up levels only after gaining a level of competence on the first level. There's a high score table for them to keep track of their achievements and the program awards medals for success, as well as a chance for bonus points if they excel. There is even the chance to print out certificates to encourage them.

Some of the games are genuinely helpful and educational, whilst others leave a lot to be desired. Microscope, for instance, asks you questions to which the answer can be found in the shape of a poorly drawn graphic under one of the holes on screen. Let us not dwell on the worst game, though.

The games differ in the way they are played. One is a *Space Invader* clone, where you must shoot the correct answer, whilst another requires you to guide a man through a minefield to the answer. Most of the questions are fine, but some are bizarre. For example: "Some people own a pet...? Answer: duck".

It just seems that some of the questions aren't particularly science-based. I'm not talking about reading thermometers which seems numbingly easy to adults, because these are skills needed and taught in school science lessons. The ones that worry me are the ones to which the answers are either odd, or the

questions seemingly pointless. "Which of the options is a solid at room temperature?, Answer: soap flake". That, I'm sorry, is not a great deal of use in science. It might be true, but it isn't likely to crop up in a school test.

There are a few other points that should be considered. The specified age range is 5-12. Whilst the blocky graphics might appeal to 5-year olds, 12-year olds will be shouting "Lame" and returning to their Sony Playstation for another bout of *Tekken* before the loading screen has disappeared.

Add that to the fact that some 12-year olds are starting to know more about computers than their parents and that they can probably program a more impressive game than these, and I think you can see we're talking about a maximum age of 10 really. The only problem is some 10-year olds might have trouble with the answers. The result is a set of games that is not going to retain the older child, but has a top level beyond that of the younger.

10 out of 10 have produced some very useful products. This isn't the best. It has limited appeal, but could help children, although they won't be playing it for a full seven years (did you expect them to?).

I think that the developers need to look at the structure of their games and make the questions tighter. They also need to be aware that we no longer live in a world where even children will be impressed by C64 graphics.

Your children can learn from this title, but they won't be rushing home to load it, which rather defeats the object.

David	Stoner	Space Walk	Spectrum	Shuttle	Microscope	Electro
1	★★★★	abcd	★★★★	abcd	abcd	★★★★
2	abcd	abcd	abcd	★★★★	abcd	abcd
3	abcd	abcd	abcd	abcd	abcd	abcd
4	abcd	abcd	abcd	★★★★	abcd	abcd
5	abcd	abcd	abcd	abcd	abcd	abcd
6	abcd	abcd	abcd	abcd	abcd	abcd

There are six games on *Essential Science* and each game has three levels of difficulty and several levels of play, each level dealing with a different aspect.



There's a high score table for the kids to keep track and the program awards medals for success, as well as a chance for bonus points if they excel.



One of the games is a *Space Invader* clone, where you must shoot the correct answer. Most of the questions are fine, but some are somewhat bizarre.

ESSENTIAL SCIENCE

DISTRIBUTOR
10 out of 10 0113 2394627

PRICE
£25.95

SYSTEM REQUIREMENTS
1 Mb RAM and a child

SPEED ●●●
Loading each game separately is a bind and not fast.

MANUAL ●●●
Printed information on each level would have been helpful for parents.

ACCESSIBILITY ●●●●●
Kids can't go wrong.

FEATURES ●●●
Some games are great, others not so and some of the questions are suspect.

VALUE ●●●●●
Your child can easily get £25 worth of learning from it. Have you seen the price of private tutors?

"10 out of 10 must look at giving the games a more up-to-date interface."

73%

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Workbench

Life is full of mysteries and the Amiga is certainly no exception. Graeme Sandiford knows all about the quiet strength and willfulness of his favourite machine. So, send your queries to Workbench, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.



Aside from being a decidedly good digitiser and teletext decoder in one, the Pro-Grab 24RT Plus...



...also incorporates virtual memory without an MMU, so the size of your grabs are not limited by memory.

PROBLEMS, PROBLEMS

I have got an A1200 and a Seikosha SL-95 printer and I am thinking of getting a hard drive. I have had this set up for around two years now and now that I am more experienced I want to upgrade, but before I do I have a couple of questions.

- 1) I was looking around in the PD section when I saw a program that turns hard drive space into memory without an MMU – is this true?
- 2) Can the PC emulator in the PD library run programs that are meant for a 486 and is there a hardware PC emulator that will fit into the expansion port of the PCMCIA slot of an A1200 and run 486 programs? If there is, please can you tell me where I can buy it from?
- 3) I have an Seikosha SL-95 colour printer – should I sell this printer and get a Panasonic KX-P2135 or any other printer you could recommend, or should I stick with it.
- 4) On page 86 of issue 72, there is an advert of a CD-ROM program that reckons it can write on CDs using a normal CD drive like the Zappo or overdrive – is this true and, if so, why don't people buy a CD drive and one of those CDs that you can record on and use it as a hard drive? It would be much cheaper and every time one CD is full you can go and buy another one.
- 5) I have a copy of *Wordworth 3.1SE* and I want to use some PC graphics on it so I copied the PCO icon from Workbench on to *Wordworth*, double-clicked and double-clicked again, and got a requester that said "PCO already mounted," so I clicked on OK, put in my PC disk and, to my horror, there was no PC icon

only a DFO???? icon. I panicked, but then remembered there was something about this in one of your earlier issues so I started searching and luckily found it. It said to go into a Shell, put in your PC disk and type "diskchange PCO" followed by Enter.

I did this, but then a requester appeared and asked if I could put in the *Wordworth* disk – I did this as well and it loaded for a while and then a window appeared saying "Object not found disk change failed returncode 20". Please can you help me to solve this problem?

6) I have also got another problem with *Wordworth* to do with text effects. Every time I try to print a text effect with a colour shadow the screen flashes a couple of times and the paper comes out blank.

7) My last question is to do with PSUs. I've been wondering which PSU is best for me – I have no add-ons except my printer and I use my Amiga for long periods of time. I would like to get Goliath from Datel, but is it too powerful? If so, should I get the replacement PSU from AmiTek – if not, which PSU should I get?

Talha
Leicester

1. Although I'm not entirely familiar with this particular PD program, whatever it may be called, it certainly is possible to use virtual memory on a machine without an MMU. The latest version of *ProGrab* does this quite well. However, it isn't going to be quick by any means since even virtual memory with an MMU is a slow business.

2. No, it's most unlikely that software designed

IF YOU HAVE A QUERY...



Graeme Sandiford

At *Amiga Format* we aim to answer as many questions as possible. Unlike some magazines, we don't just concentrate on our areas of expertise – we take on all your problems (as long as an Amiga is involved). Here are a few tips on sending in questions:

- Be concise.
- Detail the actual problem as best as you can.
- Describe the events that caused the problem.
- Give full details of your equipment.
- Make sure your question is relevant and wouldn't be more easily solved by contacting the dealer from whom you bought the goods.

Bear these points in mind and fill in, photocopy, or copy the form below as best you can.

Send your letters to Workbench, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW

Your Amiga:

- A500 A500 Plus A600
 A1000 A1200 A1500
 A2000 A3000 A4000

Kickstart version:

- 1.2 1.3 2.x 3.x

Workbench revision:

- 1.2 1.3 1.3.2
 2.04/2.05 2.1 3.0

Total memory fitted _____

Chip memory available _____

Extra drive #1 (3.5in/5.25in) as DF: manufacturer: _____

Extra drive #2 (3.5in/5.25in) as DF: manufacturer: _____

Hard disk: _____ Mb as DH

Manufacturer: _____

Extra RAM fitted – type, size (Mb) and manufacturer _____

Details of other hardware: _____

Continued overleaf →

WORKBENCH - HINTS, TIPS AND HELP
 DECEMBER 1995

COMMUNICATION

I have an A1200 with a 85Mb internal hard drive and a Blizzard 1230-III accelerator board with 4Mb of RAM installed. I have recently bought a CD³² and I want to link the two to access CDs containing clipart, fonts, utilities and PD games for use on my A1200.

My question is, do I need a Communicator-III adaptor from Silica, which costs £79.95, or will the CD19#CD³² Network Package from PD Soft give the same level of compatibility for only £34.99? Do either of these leads allow the A1200 to access the CD³²'s 2Mb of Fast RAM?

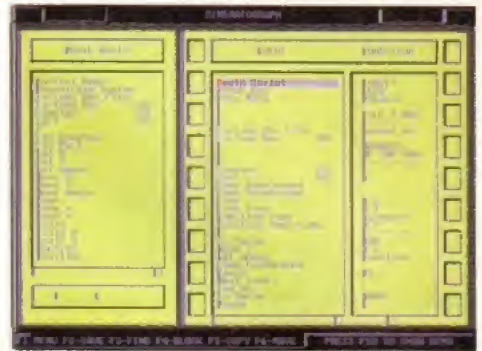
Also, I am considering buying a monitor to use with both systems - could you recommend one which has both S-video and Scart input for not much more than £200. And, finally, could you tell me if the S-video output on the CD³² is compatible with the S-video input on the Vidi Amiga 24RT to take some in-game and film CD grabs. I would be very grateful if you could answer these questions for me.

Graham Spratt
Beccles, Suffolk



The Communicator is great for transferring files, but can also be used to control a CD³² remotely.

The main difference between the CD³² Network package and the Communicator is that the Communicator can control the CD³² from the remote machine. This is primarily of use for displaying animations, images and multimedia uses. If you simply want access to the CD drive, then the Network package should be more than enough to meet your needs.



PC Task is perfectly capable of running DOS programs, but will struggle with Windows ones.

boot disk's devs/DOSDrivers directory and the filedisk.device and mfm.device in your devs: drawer. You will also need to place the file CrossDOSFilesystem in your L: directory and the drawer FileSystem_Trans, and its contents in the L: directory too. This should be enough to get CrossDOS up and running on your Wordworth disk - of course, things will be a lot simpler when you get your hard drive.

for a 486 will work through a software emulator and, even if it did, it would be all but useless.

Unfortunately, although there were early plans for an A1200 emplant, they were scrapped. Currently, the only way to emulate the PC on your A1200 is through a software emulator and even PC Task can only emulate a 286.

3. Since I don't know what you'll be using the printer for, or how much you are willing to spend, it's hard for me to recommend a printer. However, you might like to take a look at Hewlett Packard's range of deskjets.

4. I believe CD-Write is the program you're referring to? We've just reviewed this product in issue 77. The wording of the advert actually says *virtually* write to CD-ROM and, in fact, the information is stored in a directory on your hard disk.

5. Unfortunately, there is more to the CrossDOS disk Operating System than simply the icons. The icons simply issue the command to mount the device according to its ToolTypes. To get CrossDOS to work after you've booted your machine with your Wordworth floppy you need to copy several files to it.

You'll need to put the PC0 icon in your

6. Er, sorry - no idea on that one. You can call Digita on 01395 270273 instead.

7. As you have only got a printer attached to your machine it is not really worth your while investing in a Goliath power supply. The Goliath is really only of interest to people who have so many peripherals attached to their machine that they put a strain on the standard power supply.

The Goliath power supply won't make a great deal of difference when it comes to leaving your machine on for long periods of time - even though it has a fan - since the computer will probably overheat first. I often

POWER-USER'S GUIDE TO IMAGINE

Welcome to a new series of tutorials on getting to grips with *Imagine 2* and *3*'s more powerful features. While *Imagine* may have its fair share of neat features, the manuals of both versions do little to explain how you can use them fully. We'll be taking you step-by-step through the trickier aspects of using *Imagine 2* and *3*.

First up, we'll be examining *Imagine 3*'s exceedingly useful States function. This feature can be used to create morphing objects - make sure that objects don't "swim" through their textures and physically adjust the shape of texture and brush maps. We'll be taking a look at the last two involving texture mapping since the morphing applications of States is handled relatively well in the manual.

The idea behind States is quite simple, once you've created an object and set up its attributes, you can save its current State and revert back to it after you've made any further changes. The best thing about this is that you can choose which elements of an object's State you wish to retain, such as its attributes, shape and grouping information.

Since several States can be saved with an object, this can be used as an animation tool by tweening between different States. We're going to use this function to alter a brushmap road surface so that the lines on the road follow the curve of the road. This would be extremely tricky to achieve by drawing curved lines in a paint package to match the shape of the road.



This road with a dotted line that follow its contour was created using *Imagine*'s States function.

Once you followed the steps in this example, you should understand States well enough to apply to other circumstances. For example, you may want to animate an animal or other organic form that needs to bend or twist sections. Normally, the part of the object that bends or twists would "swim" through its

texture, meaning that the texture will stay as it was when first applied and not follow the changes made to the object.

With States you can make textures move and deform with their objects. States' flexibility can also be used to create animations from one state to another quickly and simply.

leave my A1200 rendering for days at a time with no ill-effect. You should be just fine with your current power supply.

IS IT WORTH IT?

Could you please give me some information about *PC Task V.3*? I have an A1200 with a 120Mb hard-drive and a 4Mb upgrade.

- Is it worth buying?
- Will it run all PC software (except Windows)?
- How do I get MS-DOS to run from high density disks on my computer?
- Are the emulator and MS-DOS disks all installable?
- Will I need to install all the MS-DOS disks?

Matthew J Rigby
Tottington, Bury

This is an interesting question Matthew, since deciding whether or not any software emulator is worth getting is a tricky business and depends largely on what sort of software you would like to use.

An obvious overhead that software emulators have is their lack of speed. *PC Task*, as well as programs like *Shapeshifter*, really have their work cut out trying to emulate another computing platform's Operating System and additional software simultaneously.

In the case of *PC Task*, this limits the program to emulating only a 286 PC. Although it is recommended to run Windows on at least a 386, you can, if you are particularly sadistic, just about run Windows on a 286. Whether or not you'll be able to run any programs as well is highly debatable.

Before you can do anything on the PC, you have to install MS-DOS, which you'll have to

buy. MS-DOS 6.22 is only available on HD disks, but if you're lucky you might find a copy of version 5 on DD disks.

Alternatively you can get a mate who has a PC (if you can call any PC-owner a mate, that is), to create a boot disk from DOS which copy a few essential files to a bootable floppy. With regard to using HD PC disks, the only way you can do this is by buying a HD drive.

Whether or not it is worth buying comes down to whether or not you can run software on it at a sufficient speed.

The answer to this question is yes – *PC Task* can run a good number of DOS applications at a respectable speed.

MAKE YOUR MIND UP TIME

I have an A1200 with an extra disk drive and that's it. I have £150 to spend on hardware and, not knowing much about my computer, I was wondering if you could give me some help.



Deciding whether to buy a hard disk or a RAM expansion first for your Amiga is a toughy.

Do I get a hard drive or a RAM expansion? If so, what hard drive and what expansion can you recommend?

If you think neither of these are any good, please can you point me in the right direction?
Scott Baverstock
Redbourn, Herts

Without knowing what uses you intend to put your machine to makes answering this question a real toughy.

Adding a hard disk can really make life a lot simpler and gives you the freedom of storing large amounts of data on a single device, which is quicker than a floppy too. Hard disks generally make computing more convenient and is a must for anybody involved in graphics, or any other activity that involves the generation of large files.

However, adding extra memory not only

Continued overleaf →



Before you fit a megafast board, like the Falcon, you may need to get rid of your old RAM expansion.

STEP 1

First off we need to create the road – I'll leave that to you. Apply your texture or brush maps as you would normally and then go to the States menu and select Create. Give the State an appropriate name, like straight or default.

STEP 2

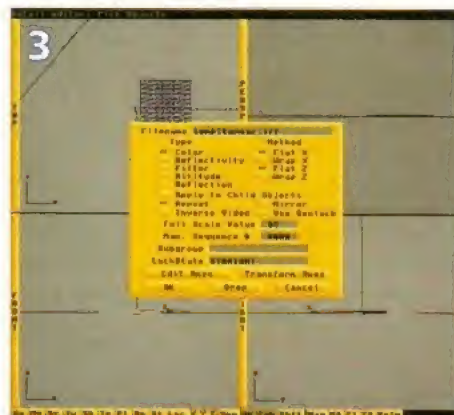
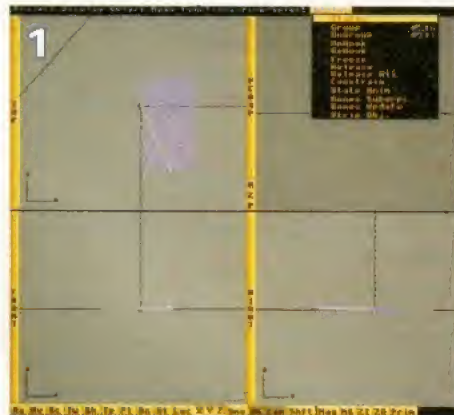
In the next requester, the data types, you need only select shape and properties – unless you have any special grouping of objects. This will lock the currently selected object's physical shape and its attributes, including the textures.

STEP 3

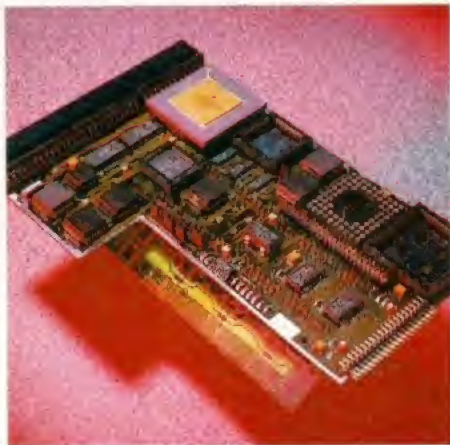
Bring up the Attributes and select your texture or brush maps and use the info button to set its options. Enter the current State in the lockstate field (straight or default). Return to the main screen and select update from the States menu and update the current State.

STEP 4

Finally, bend or otherwise transform your object and then create a new State. However, this time don't select properties and this is the key to making the texture conform to the object's new shape. When you save the object both States will be included, so you can switch back and forth.



UPGRADE ADVICE



Neither the Blizzard 1230 or 1220 should interfere with the A1200's PCMCIA port

I have an Amiga 1200 with Workbench 3.0 and 2Mb of memory, Zappo CD-ROM drive, Vidi Amiga 12RT and a Canon BJ10sx printer.

I am thinking of buying a Blizzard 1220/4 memory expansion from Gordon Harwood.

Will this interfere with the PCMCIA port? Is it compatible with standard Amiga games

(non-system legal)? When I print pictures out of *Deluxe Paint IV*, colours (mainly red, green and blue) print out almost black.

I have tried changing the settings from grey1 to grey2 and the density (Prefs/Printerfx), but it still does it. I don't think *DPaint* is to blame because it does it with *Wordworth 3.15E* as well.

Mark Patterson
Bradford, Manchester

You shouldn't have any problems with the PCMCIA port and few with most well-programmed applications and games. However, there may be some shabbily programmed games that may cause a few problems, but, on the whole, most should work OK.

Sounds like the reason you're having problems printing colours relatively accurately lies in the driver. This can be set from prefs/printer. You can also obtain the Cannon studio suite from most PD libraries, or Cannon themselves.

If you have already selected the correct driver, then the one thing you should bear in mind is that your printer is black and white greyscale and if you select greyscale settings from a program like *Wordworth*, you can get some "interesting" print-outs. Yes, the SVHS connection should work.

← gives you more memory, it also speeds up your machine. 2Mb of RAM is the bare minimum of memory needed if you are going to use any serious programs, especially AGA ones.

Personally, I would go for some more RAM first, since this will give you more access to programs, but you will soon find that the more you get into using your Amiga seriously, the more apparent the need for a hard drive will be. For an idea of which RAM expansion to go for, take a look at the adverts in this issue.

CAN I KEEP IT?

I have had an A1200 for nine months and the problem I have is that I wish to accelerate my A1200 to an 030/040 instead of my 020. You may not see any problem with this, but I already have a 4Mb RAM board with 33MHz FPU installed.

The only way I can see to accelerate my machine is to abandon the memory I have and buy an accelerator SIMM board. Is this the only way, or can I keep my present memory and accelerate my Amiga some other way?

Benjamin Whenlock
Horwich, Bolton

I'm afraid not - you'll have to ditch your memory expansion.

NEED FOR SPEED

1. I have an A1200 and an 80Mb 2.5 inch hard drive. I have recently purchased an Apollo 50MHz 030 Plus MMU with 4Mb Fast RAM accelerator, which boosted the speed of my Amiga to 9.62 MIPS (SysInfo 3.15). I was just wondering what equivalent Mac and PC models had about the same MIPS? Also, why does AIBB return different figures for MIPS and Dhrystones to SysInfo?

2. For producing *AF*, do you use a Mac or an Amiga with Emplant, or whatever? It would be really cool if you did a feature on how *AF* is produced, from getting the Coverdisks to distributing the mags...



Boards like the Apollo 1230 will put your Amiga on a level-footing with certain models of PCs and Macs.

3. I've got *Imagine 2* at the moment. Is my A1200 good enough to use *Imagine 3*, considering that I only have 6Mb RAM? Should I get an FPU?

4. Are there any software patches which allow a flicker-free 640x400 or above screen on any monitor/TV? In *Wordworth 3*, I either choose a 640x256 screen which is out of proportion, or a 640x512 screen and get a migraine! At present I am using a SCART TV (Philips PRO2000).

Jonathan Lines
Oxfordshire

1. In raw computing terms, your Amiga speed is somewhere between a Mac SE and a LCIII. A comparable PC would be a 386 model. However, you should bear in mind that these machines don't get the benefits of the Amiga's excellent Operating System and custom chipset.

AIBB can sometimes produce different speed results, but that's because its benchmarks are more specific and usually more accurate.

2. If by producing you mean laying out pages and working with text, then the answer is Macs. While it would be possible to produce the mag

on an Amiga with an Emplant board, we'd have a hard job convincing Future Publishing's Mac Services department to replace the existing machines with Amigas. However, there are plans afoot to link up my A4000 to the office network through my Emplant, so that I can access the Internet through FutureNet.

However, when it comes to certain illustrations, especially 3D-rendered ones, we use our Amigas and then transfer the resultant files via floppy or SyQuest removable cartridges.

3. 6Mb of RAM should be enough for most projects, but if you are using a 3D program you will soon discover that it is impossible to have too much memory. An FPU is really a must as it speeds up rendering times considerably.

4. I'm afraid not, the only solution is to buy a monitor that supports these modes. Don't worry too much about the migraines; you'll soon get used to the flickering - I did!

GAME WORRIES

I am having a few problems with my recently purchased 250Mb hard drive for my otherwise unexpanded A1200. The problem arises when trying to run some games I have installed. Each has its own installing program which appears to install the game with no errors, but once I try to run the game it refuses to work.

The games are: *Civilization AGA*, *Monkey Island 2* and *Syndicate*. *Monkey Island 2* needs the display options changed to enhanced on boot-up to work, but, when it is run, a black screen pops up and doesn't go away until the mouse button is pressed, returning me to Workbench.

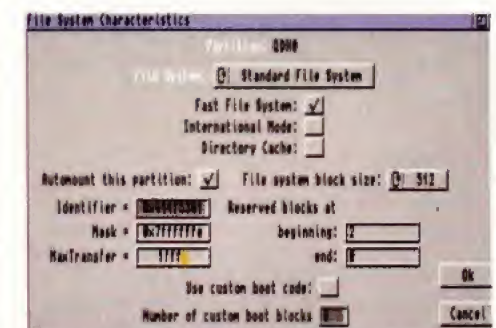
Syndicate works until the white Bullfrog logo is displayed, then coloured lines appear on the screen and I have to reset. *Civilization AGA* brings up a menu after run, saying suspend or reboot, program failed, with a Guru number of 87000004, which Alert tells me is a "Dead End Alert, Subsystem DOS-library, An Unexpected Packed Was Received," whatever that means!

Syndicate works fine on my friend's hard drive, so I was wondering if the problems had anything to do with max transfer rate, which is currently set at Oxffffff?

I don't want to have to re-format my drive to change this if it isn't the problem.

Francis McGlade
Belfast, N. Ireland

I'm afraid, Francis, that the most likely source of your gaming problems is the max transfer rate of hard drive. It needs to be set to a slower speed and the slowest you can get away with is Ox1FFF. You will not have to re-format your hard drive to make this change.



With certain games it may be necessary to lower the max transfer rate using HDToolbox.

Real 3D Tutorial

Every object you create with *Real 3D* has its own special properties associated with it. The most obvious property is the shape, but, as we saw last month, it's also possible to adjust the colour.

In this tutorial we'll see how we can go way beyond colour and actually start to control the virtual material from which our objects are made.

Every type of material interacts with light differently: which is why we can have a good guess as to what an object is made of without even picking it up.

Metals are slightly reflective and paper isn't. Glass is almost totally transparent, whilst a

mirror is almost totally reflective. Fog is sort of transparent and, well, foggy, whilst wood is general dull and, well, woody... You can see that describing how a material appears is actually quite tricky.

The overall appearance depends on a special set of attributes which define the reflectivity, the refractive properties and other surface textures.

Alter any of the attributes and you change the appearance of the object in the final render. It is only by experimenting with these settings that you will be able to create realistic images.

Making objects and rendering them in the

solid modeller without altering their material from the default will result in a collection of dull grey, matt, plastic objects which look pretty awful.

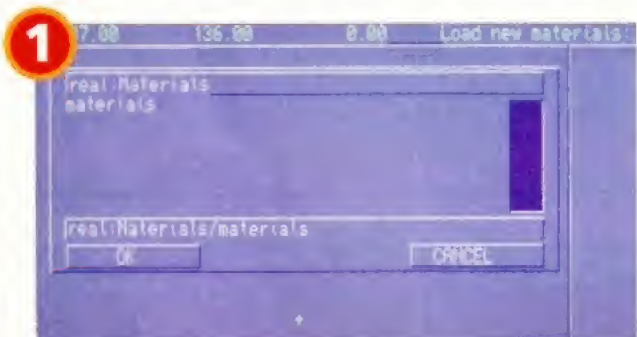
This month, we'll see how to control and create your objects by altering the virtual materials from which they are constructed.

Remember, *Real 3D* works in a hierarchical way and so if you alter a root object, you alter all the objects within it as well.

This can be a very fast way to adjust a large number of objects, but it can also be a quick way to lose previous settings. Always save your work as you go along in case you accidentally make a change you didn't mean to do.

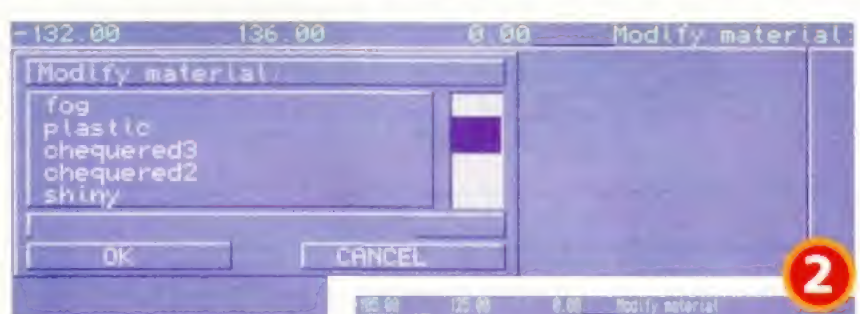
PROJECT 1

An introduction to materials



Step 1: Load the material file

Before you can start to use materials you will either need to create some from scratch, or load some which have been previously defined. For now, let's load in the default batch which came on the Coverdisk. Use the menu option *projects/materials/load*, and locate and load the file called "materials".



Step 2. Look through the materials

You can check that the files have been loaded by using option *projects/materials/modify*. Each material in the list will effect how an object would look. There are several attributes which can be fine-tuned to provide the appearance of metals, wood, glass, or plastic. We'll soon see what each setting does.



Step 3. Create an object

Exit the materials window and create a simple object – a sphere or a cube will do. Locate it roughly in the middle of the screen. At the moment, the object will be of the default material, which is dull grey. It is important to note that although we saw how to alter the default colour last month, some materials will overwrite the colour information.



Step 4. Assigning a material

Make sure the object is selected (its name will appear in the middle of the screen) and then select the menu option *hierarchy/material* or press "b" for a shortcut. The current list of materials will appear on screen and you can now pick the one which you want to apply to your object. For now, select 'marble'. You will see a message stating that your object is now made of marble at the top of the screen.

part 2

Adding a virtual material to your 3D objects makes all the difference, so **John Kennedy** continues his series with a few 'material' pointers.

BUMP MAPS

One type of material stands out more than any other - which is a dreadful pun, of course, as I'm talking about bump maps.

Bump maps differ from other materials because they actually *alter* the shape of an object.

Like other materials, the bump map has

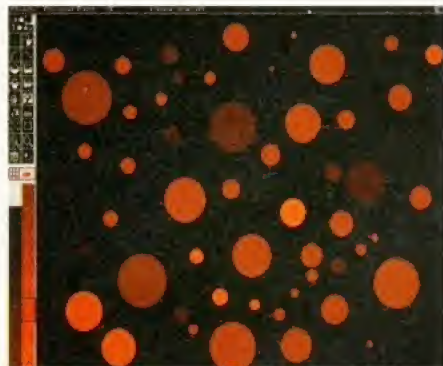
an associated map image which could be created in *Deluxe Paint*, for example.

Unlike the other materials, the map is not treated like a pattern to display; instead only the Red component of the map is important.

The brighter the Red, the more the object "sticks out" at that point.

Using bump maps allows objects to acquire a very organic feel to them. Most natural objects are far from being completely smooth and using bump maps on an object removes the artificial appearance which appears so often with rendered images.

Here's how to make a bump map image:



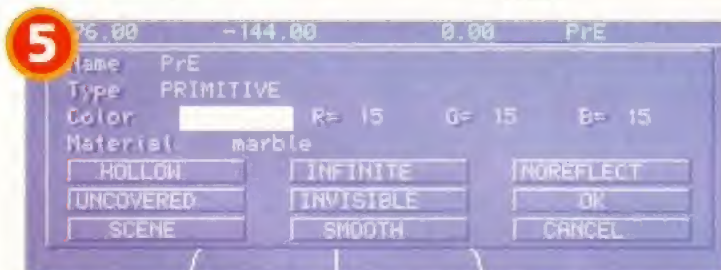
1. Create a Map in your favourite paint program. Use shades of red (15 are allowed) in a bold design. Try writing your name, or drawing a cartoon face.



2. From the projects/materials/create menu option, create your own material and give it a name. Make sure you have made it a bump map and adjust the height. Follow these settings.

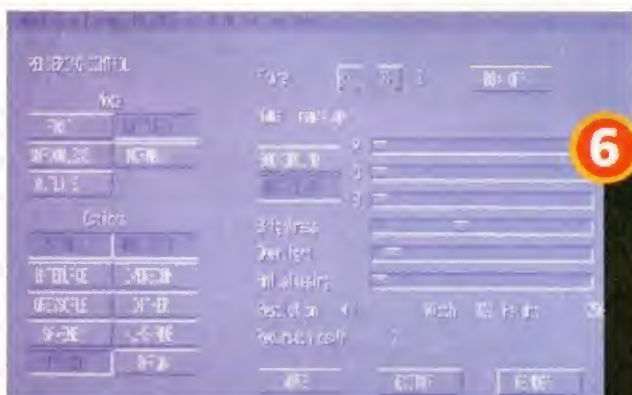


3. Create an object and use the "b" key to make it out of your special bumpy material. In this render you can see that the magazine logo is not only coloured (the Red component is used as a colour, as well as an altitude map), but bumpy as well.



Step 5. Confirm the material

Although nothing obvious appears on the Editor display, you can confirm your object's construction at any time using the info option from the Extras menu (or press "I"). The info screen will let you know the material from which the selected object is made and also one or two extra, special attributes which we'll cover later on.



Step 6. Render the image

You will be able to see the results of your material science experiment only when you render the image in Solid mode. It is important to select the correct render mode; if you stick to FAST, the object will remain in grey. The other modes are required before materials are rendered. As we have not added any extra light sources, select LAMPLESS and render the image. You should quickly see the difference which the addition of the material has made.

Step 7. Use other materials

It might be a good idea to create several objects and assign a different material to each. You can then render the image and keep it as a reference. Some materials might look a little strange depending on which mode you use for rendering. This image was created in NORMAL mode and a lamp was added to provide shadows and illumination.

Continued overleaf →

Creating your own Materials

Each material defined has a series of values which can be adjusted using the sliding bar.

It is the combination of these settings which gives the overall appearance of a particular material.

The settings which can be adjusted are:

Brilliance

A measure of the amount of light reflected. A perfect mirror would be 100% brilliant, since it reflects back all the light which falls on it. A totally matt object is 0% brilliant.

Transparency

A measure of the amount of light which is allowed to pass through an object. Pure glass is transparent and would be close to 100%. A brick is totally opaque and is 0% transparent.

Speed of light

A measure of the refractive index of a material. Light is actually slowed down when passing through a transparent material; the values are very sensitive and you will need to experiment to find the right settings for glass or water – check the example materials for starting points.

Turbidity

Think of a frosted glass window which is "dimpled" so that although light passes through, a clear image cannot be seen. The turbidity index is a measure of how disturbed the light passing through the material will be. Look at the fog object as an example of a turbulent object.

Specularity

A metal sphere will have a circular area of



brightness on its surface – the size of this circular area gives us a clue as to the material. The smaller the circle, the more smooth, hard and shiny the object appears. A larger circle makes the object look dull.

Specular brightness

The colour of the specular pattern on an object provides it with other clues as to what the object is made from. Balancing the specularity and specular brightness is the key to obtaining accurate representations of metals.

Bump height

When a bump map is being used, this setting controls the apparent height of the bumps. It can be set to negative values for recesses instead of bumps.

The other material controls are used to control the use of "maps". The material's "picture" is the image map (for example, a drawing created from *Deluxe Paint* or *Personal Paint*) which will appear on the object's surface. The marble material has a picture of coloured swirls which look like marble. You are free to draw or scan in your own pictures and apply them to objects.


You can select how the image is to appear (is it a simple rectangle, like the image on a TV screen, or is it to be wrapped around a sphere?) and whether it is to be tiled (that is, repeated several times around the object). If you want the image map to act as a bump map, make sure the BUMP button is active.

Notice the button marked "infinite" – it is an easy way to create a floor or ground in your scene.

This is the same sphere, but copied eleven times and given a different colour and different characteristics in each copy. The colour coding works like this:

Red	=	Specularity altered
Green	=	Transparency altered
Blue	=	Brilliance altered
Magenta	=	Turbulence altered

I strongly recommend that you create and render your own simple models like this, because it will help you visualise how altering each property will affect the finished material.

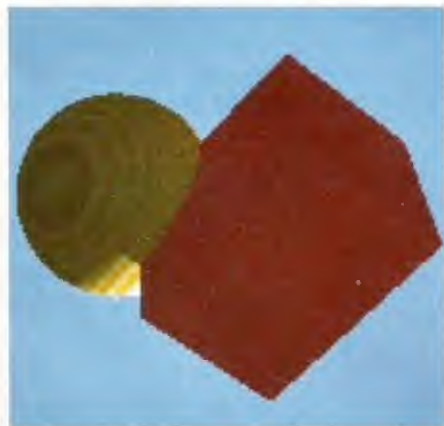
As well as these optical properties, you can map an image other than the sphere and see how this changes the appearance. For example, a polished marble sphere will have a marble image mapped around it, but will also have a high brilliance factor and high specularity. 





Here only the simplest of textures are used - wood for the base of the chess board and a chequered pattern for the black and white squares. Adding a marble texture to the playing pieces would be the next stage in adding realism.

Cutting Example:



Here are the two objects - a wooden sphere and a red plastic cube - before any Boolean operations. The objects are overlapping.



Using the normal Boolean operation "AND NOT" with the Cube selected first (making it the tool) and then the Sphere, you can see that a sharp corner has been cut out of the Sphere. However, inside the sphere is still wood coloured.



With the "AND NOT with paint" Boolean operation, the red plastic material from which the Cube tool was constructed has left a coating inside the Sphere.

COMBINING MATERIAL OBJECTS

Remember that if you create a root object which contains other objects, then altering the material of the root object will affect all those objects underneath. The golden rule is to always plan your objects carefully.

Special effects are possible when using the special Boolean Logic functions. We used the Boolean operators last month to cut a slice of one object out of another. If the Tool object has a material, then the hole it leaves will also be coated with the tool's material.

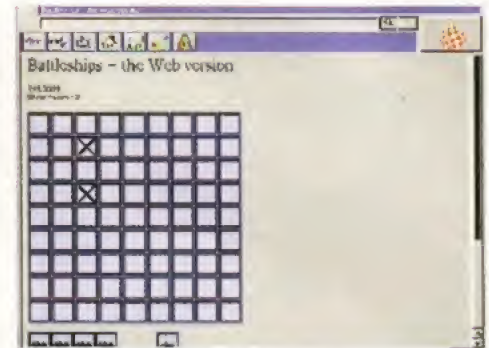
EXAMPLE PHYSICAL PROPERTIES FOR CERTAIN MATERIALS

	Fog	Glass	Mirror	Matt Glass	Plastic
Brilliance:	100	100	100	0	0
Transparency:	100	100	0	100	0
Speed of light:	100	64	98	98	100
Turbidity:	20	0	0	0	0
Specularity:	0	0	0	0	80
Spec. brightness:	50	0	0	0	20

Amiga.net

Making the Most of the Web

Darren Irvine takes a look at what you can actually use the World Wide Web for – other than as a pretty tool to impress your non-Internet mates.



Using AMosaic to access GopherSpace.

One of the first applications that most people seem to install after getting an Internet connection is a browser for the World Wide Web such as AMosaic. Sure enough, the Web is currently the most hyped aspect of the Internet in general and AMosaic is certainly one of the nicest Amiga Internet applications to look at. However, many people never seem to get

beyond the "playing about with it a bit" stage with the Web and seem unaware that as well as being an extremely intuitive system to use for merely looking at pictures and reading "humorous" home pages, a Web browser can in fact be one of the best ways of accessing the Internet in general.

This month we take a look at some of the applications that are available via the Web.

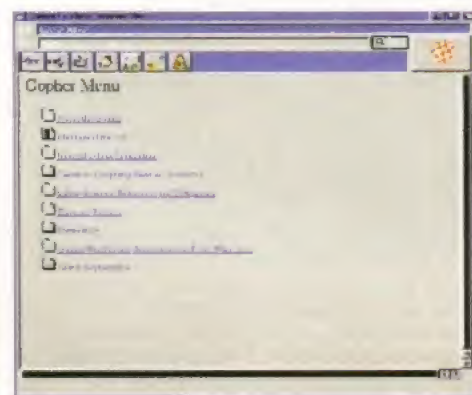
TAKE A STEP BACKWARD

As mentioned in last month's Amiga.Net (what do you mean you haven't read it? Shame, shame, shame on you), accessing other more primitive Internet tools using AMosaic is trivially simple.

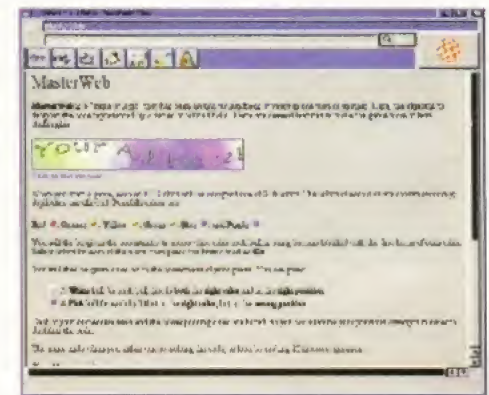
For instance, to access a gopher site at "gopher.somewhere.com" simply access the following URL using AMosaic:



The ever popular Yahoo Web page. Note that information is arranged hierarchically, but you can also enter a search string.



In this case, I've searched Yahoo for the words Amiga Format and the results have been returned as a standard Web page.



Clicking on the first hit returned by the Yahoo search takes us to our own glorious Web pages.

RUMOUR MILL

Fidonet currently seems the place to be for half-truths, scurrilous underhanded dealing and outright lies. Even fellow AF contributor John Kennedy has come under attack recently despite the fact that he has been out of the country. John asked readers of the COMMS_MAGS echo if they had

any information that they would like to contribute to an article regarding new Fido echos.

Some information was duly offered to John, who then proceeded to use said information as promised in the aforementioned article. This then incurred the wrath of the information donator, who accused John of "stealing" his ideas.

Rumour Mill can only offer John the advice that next time he may as well go ahead and pinch the information, rather than doing the decent thing and asking for it...

Self-proclaimed "Aussie- nuisance" Matt T. T. Bettison has also been rearing his ugly head in Fidonet's fair climes recently. Having secured a post at a rival Amiga magazine, Matt has been

making sure that no one in the AMIGA_MAGS echo is in any doubt as to his exalted "professional journalist" status. He is also of the opinion that it is his publication, rather than AF, that is the "biggest selling Amiga magazine in the world at this time". What time was that exactly Matt? Perhaps 3:30 in the morning when sensible Format readers are sound asleep.



Play Mastermind in the reassuring comfort of your own Browser.

gopher://gopher.somewhere.com

In a similar way, you can directly access Archie servers and FTP sites using AMosaic with URLs in the following formats:

archie://archie.address.wherever

and

[ftp://somesite.onthe.internet](http://somesite.onthe.internet)

FINDING WHAT YOU'RE LOOKING FOR

AMosaic also provides some extremely intuitive systems for performing searches across the Web itself and further out into other areas of the Net. One of the best known search systems is called Yahoo and its URL is:

<http://www.yahoo.com>

Note that you will need to have the latest version of AMosaic (2.0beta, otherwise bizarrely known as 1.4) to be able to use any of the systems mentioned here, because this is the first version of AMosaic that makes any attempt at supporting Web forms.

Yahoo is basically a massive hierarchical index of just about every page on the Web, with a forms based search-engine tacked on. Using Yahoo couldn't really be any simpler - you just enter one or more search keywords into the box provided and click on the "Start Search" button.

The search engine running on Yahoo's server then has a look at every item in the Index and compiles a list of any containing the word or words that you have specified as your search criteria. If any matching entries are found, these are returned to you in the form of a standard Web page, allowing you to jump to the relevant pages by clicking on their links in the normal way.

Although WAIS is one of the most popular Web search tools, there are others that may be able to locate things not covered by Yahoo. Try either of these as an alternative:

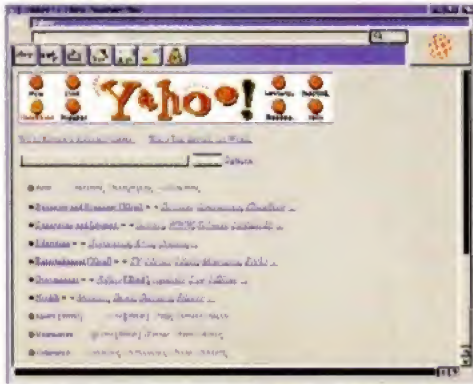
WebCrawler

<http://www.webcrawler.com>

SavvySearch

<http://www.cs.colostate.edu/~dreiling/smartform.html>

This is one of the more interesting recently developed search systems. Instead of having its own database, SavvySearch instead relays any search words to about 15 other search



More phone-bill charged fun in the fine form of Web Battleships.

engines including Yahoo, Lycos, WebCrawler and GNN.

WAIS AND MEANS

WAIS (Wide Area Information Server) databases are "full-text" databases, which means that instead of only being able to search on certain key-words, or on titles, you can scan the full body of text of every article stored in a given database. For example, if you were looking for a book in a bibliographic WAIS database, but you couldn't actually remember the name of the book or even its author, then you could search for the name of one of the characters in the book.

WAIS databases cover a huge range of subject matter, from South American Rain Forest data to Premier League Football teams, and using the Web to access WAIS makes navigating one or more (or even all of them at the same time) WAIS databases extremely simple. One of the best starting points for using WAIS on the Web is to visit the main site at:

<http://www.wais.com>

If you're trying to find out any sort of information using the Internet as your tool, then using WAIS in conjunction with a Web search system, such as Yahoo, will almost certainly help you find what you are looking for.

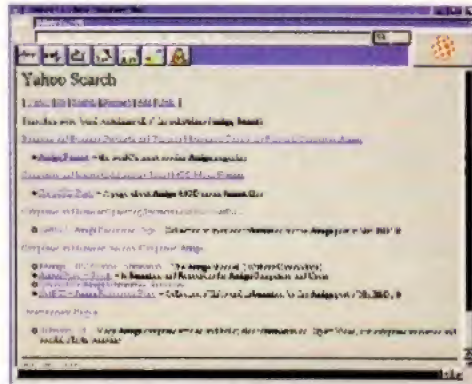
GAMES ON THE WEB

If you feel like running up your phone bill for no good reason, then you'll also be able to find lots of ways of amusing yourself using the Web. There are a wide range of Web-based games available and here are just a few:

MasterWeb

<http://imagicware.com/masterweb.cgi>

This is a version of the old favourite



The Web Rally - really only for those with several weeks to kill.

"Mastermind" and is played using exactly the same principles as the original, except, of course, that there is only one player.

Battleships

<http://manor.york.ac.uk/htdocs/bships.html>

On a similar 1970s-plastic-board-game tip to MasterWeb, you can now play that old favourite Battleships on the Web against a computer opponent. Note that, as with many Web games, you'll really need a 28K8 modem connection here since there are a lot of graphics involved.

Drool

<http://www.mit.edu:8001/afs/athena.mit.edu/user/j/b/jbreiden/game/entry.html>

There are also a great many MUDs, MUCKs, MOOs and MUSHES available via the Web.

One of the most bizarre is Drool - if you have no respect for your sanity check it out. The URL alone is pretty staggering.

Web Rally

<http://inls.ucsd.edu/y/OhBoy/Rally/>

If you fancy a bit of a challenge and something to really run up your phone bill, why not try one of the Web Rallies. Bear in mind that you'll have to like trivia quizzes to enjoy this.

So, as you can see, using AMosaic can be more than just linking from one boring page to another and can actually provide some sort of justification for having an Internet account in the first place.

New additions are being made to the Web continuously and, no matter what your particular field of interest, you'll almost certainly be able to find something on the Web to suit your tastes.

Of course, when using the Web a lot, the next thing you're going to have to justify is a whopping phone bill.

WAIS SITES ON THE WEB

Here is a short list of a few interesting WAIS servers that are available via the Web. The range of subject matter covered by these sites is huge and many of them have cross-links to other WAIS resources.

<http://www.ffa.ucalgary.ca/citt/cldb/wais.html>
[wais://east.isx.com/wais/wais.kcilink.com](http://east.isx.com/wais/wais.kcilink.com)
[wais://www.biodata.com/wais/twilight.com:2229](http://www.biodata.com/wais/twilight.com:2229)
[wais://wais.greatcircle.com/](http://wais.greatcircle.com/)
[wais://www.wais.com/wais/wais.morningstar.com/](http://www.wais.com/wais/wais.morningstar.com/)
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<http://www.funet.fi/FUNET-english.html>
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<http://downvision.wais.net/>
[wais://www.ra1.com/~Resea](http://www.ra1.com/~Resea)
[wais://www.cris.com:210/cris.sprintnumbers](http://www.cris.com:210/cris.sprintnumbers)
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Brother M1009/1024/1109/1209	3.90	3.75	3.55	3.35	3.15
Citizen 1200/LSP10/Swift 24/9	2.85	2.70	2.50	2.30	2.10
Commodore MPS1220/1230/1230	4.50	4.35	4.15	3.95	3.75
Epson LQ100	4.10	3.95	3.75	3.55	3.35
Epson LQ200/400/500/800/850	3.45	3.30	3.10	2.90	2.70
Epson FX/MX/RX80/FX/LX800	2.90	2.75	2.55	2.35	2.15
Epson LX800/86/90	2.12	1.97	1.77	1.67	1.57
Mannesmann Tally 80/81	3.90	3.75	3.55	3.35	3.15
NEC Pinwriter P2200/P21-	3.03	2.88	2.68	2.48	2.28
Oki ML182/183/192/193/195	3.17	3.02	2.82	2.62	2.42
Panasonic KXP1123/1124/1140	3.46	3.31	3.11	2.91	2.71

This is just a small selection of our Ribbons - Ring for those not listed

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Canon BJ 200/230	19.90	19.50	19.00
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Canon BJC 600 Black (Single Cap)	6.00	5.80	5.50
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Canon BJC 4000 Colour Refill	14.50	14.25	13.90
Commodore MPS1270	12.13	11.93	11.63
Epson Stylus 400/800	9.99	9.79	9.49
Epson Stylus Colour Black	14.00	13.75	13.40
Epson Stylus Colour Colour	30.00	29.50	29.00
Epson Stylus 820/Colour II/HS Black	Ring for prices		
Epson Stylus 820/Colour II/HS Colour	Ring for prices		
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Kyocera F1000/1010/1200, P2000	24.00 each
Kyocera F800/820, FS850	24.00 each
Oki OL400/800	21.00 each
Panasonic KXP-4410/4430	26.00 each
Panasonic KXP-4400/5400	17.00 each
Ricoh LP6000/1060	10.50 each
Sharp JX9500	25.00 each

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Mailbag

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Ian Jenkins
Lincs

Well, we wish you luck and look forward to seeing the results of your labour. I'm sure the loyal Amiga following will give you all the advice you could ask for.

SPOILSPORT

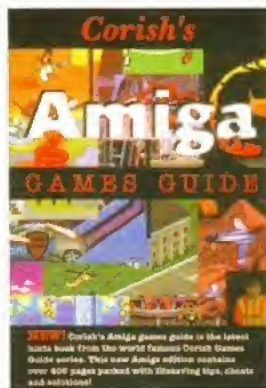
I'm writing to inquire as to when you intend to publish the next edition of Amiga Games Guide. Presently, I make regular use of the tips and cheats made accessible in the First Edition.

But over the past few months I have purchased a number of games for my grandchildren to make use of and, unfortunately, the required information on (tips/cheats) is not enclosed, so I would be appreciative if you could give this letter your attention.

William J Justin
N. Ireland

Well, you could at least try to play the games for a bit before you resort to cheating, couldn't you? There will probably be another Amiga cheats book, but not for a while yet (have you tried the recent Corish book, recently published and in the current AF mail order section?). To make it worthwhile there have to be sufficient new cheats to make a book out of for a start.

In the meantime, if you are stuck on specific games, why don't you write to *Helping Hand* at the usual Amiga Format address. If you have Internet access, you can also contact the huge database of tips on-line at the Amiga Format home page:



The most current Games Guide, but, obviously, already out-of-date for new games.

<http://www.futurenet.co.uk/computing/amigaformat.html>.

FEELGOOD FACTOR

Amiga Technologies makes its first positive move with the new packages for the A1200! This is the sort of thing that Commodore of old was good at and Amiga Technologies looks set to continue the trend.

High-quality, user-friendly, efficient productivity software such as this will really help to make the E399 A1200 much more competitive against the PC deals

Continued overleaf →

POCKETFUL OF KRYPTONITE

Just a few words from me to show users of those bizarre machines, PCs, that the Amiga is a superior machine. If this was not true, would the producers of the TV show *The Krypton Factor* have selected the Amiga for use in the final round of the show (I'm sure I was not the only one to spot this). One other thing, how did they get hold of four A1200s?

Craig Charlton
North Yorks

I know that *Amiga Format* gives out prizes for spotting Amigas on the telly programs, so I thought I'd write in. I saw four Amiga 1200s on *The Krypton Factor* on 11/9/95. They were using them for the end game where the contestants have to crack the letter code to write the words. If you need an idea for a prize, I wouldn't mind *Super Skidmarks 2*.

James Constable
Scotland

One of the joys of being the Editor of the world's biggest selling Amiga magazine is that you don't get to watch any television. Certainly not any TV before 10pm anyway, so I'll have to take your word for it.

I am not entirely sure where they got them from – maybe one of the earlier challenges was that the contestants had to sort out a manufacturing deal for components in the Far East and assemble the machines themselves before the end of the program.

For the last time of saying, we aren't giving out prizes for Amigas on the telly. There are just a few too many of them.

Try spotting some in the movies – that we might be interested in.

The Gallery

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SLOSHED

Created by Jason Jordache from Lincs.

You might call us slushy, sentimental suckers, but when this image dropped into the office mail bag, we just couldn't resist shouting: "Aaawww, that's so cute". Congratulations to Jason for this terrific image. A clear-cut winner in anyone's book.



30 MARCH
Both AVG
AG
distance
READERS' LETTERS
lost
Bar
Saw / Madam
my computer, why
from me local
DISCA
ONE
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DECEMBER 1995
125

Apart from Whizz, the contents of the Amiga Magic bundle seem to have gone down well with our readers.



on offer. Whereas an equivalent software package for the PC would cost hundreds of pounds and run under a vastly inferior interface, the Amiga does it all in under £400. To just buy the Operating System Windows 95 and the Microsoft Office package would cost £390.

On the games front, including Pinball Mania is pleasing as I believe that this is the fourth instalment of the highly successful Pinball Dreams. But why choose Whizz? If this is the same Whizz that has the isometric playfield and ludicrous short time-limits, then Amiga Technologies should have done better. Colonization, Virocop, Fears, or Alien Breed 3D would have all been much better options.

I read this information from your section on FutureNet and must say that, as a newcomer to the Internet, I have been very impressed by the quality of information available. On which page are your latest Gallery pictures and PD software available?

Sam Smith
Shipton, N. Yorkshire

Thanks for those comments. Amiga Technologies apparently had strict limitations on what could be included in the pack - they wanted AGA-only games and ones which hadn't been previously released. Obviously this restricted the choice a bit.

The Gallery pictures are in the area cunningly marked "Gallery" on the main page. There is a selection of PD software from our pages in the area marked "PD zone".

CONGRATS ON A MENTAL MAG!

I have just upgraded from an A500 to an A1200 with an Apollo accelerator with a 33MHz FPU. I would love to hear from any readers who are into Imagine 3D raytracing package (a most generous giveaway on issue 53 by our friendly AF team).

Sadly, I cannot find the whereabouts of an FPU version though. I have now become a serious 3D tracer and am dead interested in lively correspondence with any Imagine users (especially Imagine 2.9 & 3.0) - home or abroad.

If you are interested, can advise me of my problem, or would like to simply swap ideas and projects, then don't hesitate - write today; reply guaranteed. I await in suspense. Oh... yes that means you need to start pushing pen or keys, a reply is needed. Now.

Neil,
Flat 4A
239 Selhurst Rd
South Norwood
Croydon, London SE25

We did send out copies of the FPU version of Imagine for as long as we could, up to about 18 months after the disk appeared, to anyone who asked for them. If you didn't ask, then you have only yourself to blame. However, there are some projects in the pipeline which may be of interest, so watch this space.

WINNER!

We are pleased to announce the winner of our "write a letter in the style of Amiga Power" competition.

Do you wear women's clothing? I do. So does my dog. Milky milky. Lovely.

Did you see *Whose Line Is It Anyway* last night? You know that Clive Anderson. That's you, that is.

Should I swap my mother for a PC, or stay with the Amiga? Can you perform a deadswap operation using a blow torch, three bananas and a grapefruit? Do you read MAX POWER?

Do you think Jim Blackstock is sexy? We do. Who is Jim Blackstock you may ask? (Aka Auntie Jim). He is my pet jock strap. So there. Bye.

Anon

Thank you for that. Please send us your address so we can forward you your much deserved kick in... er, your "prize". Next month, you must write letters "in the style of Medhi Ali apologising".

HELP ME IF YOU CAN

I need help! My Amiga CD32 is currently kaput. I cannot find anyone to fix it. I know that there is a shortage of spare parts, but surely somebody on this rock can repair it. I have even been knocked from the warranty people who no longer do chargeable repairs. If I



If you are hoping for an FPU version of *Imagine 2*, you'll have to wait a bit longer.



BATMAN FOREVER

Created by Trevor Hall from Middlesex.



AMITY

Created by Barri Scott from Cumbria.



MAGCOVER

Created by Jason Jordache from Lincs.

Both AVC
 READERS' LETTERS
 Sir/Madam
 I have my computer, why delivery from my local store
 DISC
 ONE
 2
 3
 4
 5
 OSTCODE
 writing
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INGENIOUS IDEAS

I have some ideas for a possible A1200 HD bundle. I think it should certainly include *Directory Opus 5* (or at least version 4 – if they included version 4 it would be good publicity for GP soft to illustrate the advanced features on offer in the new package).

These days having a great file directory program is more of a necessity, than a luxury. If a commercial one isn't available, *SID 2* would suffice. Another program worth considering is *Disk Expander*.

The compression this program offers (nearly doubling the size of the hard drive), makes it a worthwhile inclusion, although it does run slower with no Fast RAM. *Hyper Cache 2* could work hand-in-hand with *Disk Expander*, speeding up the hard drive, while retaining the excellent saving in HD space.

Escom could include the Public Domain *EPU Hard Disk Stakker* in place of *Disk Expander*. In fact, it would be a good advert for Public Domain software. Other PD programs such as: *Re-Org v3.11*, *Disk Salv v2.31*, *Tools Daemon v2.1*, *Magic Menu*, *Magic Workbench*, *Super Duper v3.13* & *Fast View* could be included as well. *Fast View* is certainly much better than *Multi-view* and even supports GIF and JPEG formats.

On the games front, *Fears* definitely warrants a place in the package. A lot of people bought a PC to play *Doom* – it's amazing how a brilliant game/application (coupled with good advertising) can really sell a computer.

Fears, show that the Amiga is capable of producing games which are as good as the ones that are available on the PC. *SWOS* and the soon-to-be-released *Star Crusader* are also worth including and maybe a quality platform

game, such as *Super Frog* or *Flashback* (which I think is still one of the best ever

games on any format), just to give some indication of the diverse spectrum of Amiga games that are available.

Why doesn't someone get all of the great Amiga adventures and put them together on one CD. They could include: *Beneath A steel Sky*, *Monkey Island 1&2*, *Indiana Jones & The Fate Of Atlantis*, *The Legend Of Kyrandia*, *Lure Of The Temptress*, *KGB*, *Simon The Sorcerer*. And maybe even include the soon-to-be-released *Flight Of The Amazon Queen* (which looks like being a brilliant game).

I would just like to say I agree with Gideon Cresswell's point (*Amiga Format* issue 77), that it is intolerable that the majority of games aren't HD installable. I just want to let him know that there are two disks that contain installers for *SWOS* and *Mortal Kombat 2* available from Active Software (see advert in *Amiga Format*). You will, however, need 2Mb chip RAM and 4Mb Fast RAM to run MK2 from HD, because it copies all the program data directly to RAM and it is infinitely more playable than the floppy disk version.

I have a tip for those people who have an A1200 and CD³², and connect them together in order to use PD CDs. The quickest way to extract data, is to use "win" (from the Network CD). As most of the data stored on the CD is in compressed form, copy it over to your RAM



Directory Opus 5 had a mixed reception, but should *Opus 4* have been a contender for the Amiga Magic bundle?

disk or HD and decompress it later. Since decompressing the data directly from the CD using "SNET" takes ages, you can decompress the data easily if you have *Opus*.

If the file is compressed by 'DMS' (as most are), select RAM disk on the left side and where the file is stored on the right-hand side. Drag the file over from right to left and, if you have 'DMS' in your 'C' directory, you will be asked to insert a floppy disk. The file will be decompressed, but you have to ensure you have 'DMS' in your 'C' directory.

One last thing: doesn't the ZIP drive look just great?

Paul Giles
 West Sussex

There are certainly some good ideas here. As I said before, Amiga Technologies had given themselves some very strict rules to work within and I don't think they would have been happy including shareware in the bundle, but it's perhaps something to think about. Thanks for the tips, there's a sweatshirt on the way.

don't get it repaired soon I'll have to dig out the dreaded and very dusty ZX81.

Mr T Smith
 Witham, Essex

We are not currently aware of anyone who repairs CD³²s, but calling on of our advertisers who repair A1200s might yield some results.

BBS PLUG

I run a Bulletin Board called Magic Mushrooms which I have advertised in an Amiga magazine.

I was wondering if it would be possible to put my BBS in your magazine for all your readers to see.

I can't afford a proper ad, so I thought I'd try via the Mailbag?

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Simba
 West Midlands

No you can't you cheeky devil. Why should you be allowed to advertise for free? I've never heard anything so shameful in all my life.

WINDFALL

I recently received the October issue of *Amiga Format*, but the strange thing is, I never ordered it or took out a subscription. It is the full subscription copy, complete with Subscribers' Superdisk. I am at a complete loss as to the explanation of this and wondered if you could shed some light on to what is fast becoming a puzzle.

The only thing I can think of is that a few months ago I sent some IFF files for inclusion in the

Gallery and perhaps it is your policy to send a copy of *AF* to all contributors, whether their work is published or not.

I would be grateful if you could solve this mystery for me, even if the answer is elementary, Dear Nick.

D.B.Gregory
 Blackpool

The great gods of mailmerging must have smiled upon you. No, unfortunately, we do not print enough copies of the magazine to give one to everyone who writes in. If I were you I'd say nothing about it and hope the evil Special Accounts Militia don't come round your house demanding monies.

REASONS TO BE FEARFUL

After reading your glowing review of *Fears* in the October issue of *Amiga Format*, I decided to go out to my local branch of GAME and purchase a copy.

Surprisingly, I found it was nowhere to be seen. Then, having asked the assistant, not only was I told that they did not have a copy,

they also said it had not been released yet and they did not know when it would be released. Yet in your review it says that it is already out.

Please could you tell me where I might be able to get a copy from and will I be able to run it on my standard A1200?

Adam Sammons
 Staffordshire

The game was due out as we wrote the review. Sometimes there are distribution difficulties and so forth, but if your local store didn't even know it was coming out, I suggest you tell them to get their act together.

Whilst we are on the subject of Fears, it has been brought to my attention that someone writing for another magazine has posted messages of Fidonet saying we reviewed a demo version of the game. This is an outright lie.

One of the problems with the Internet and newsgroups is that it would be difficult and costly to sue anyone under current laws of defamation, so this is where the untrustworthy like to pedal their wares.

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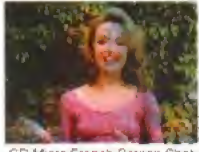
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Save £5 on one of the best virus checkers available. *SAP* will help guard your Amiga against the unwanted attentions of viruses – it's more powerful than the various Public Domain virus checkers and includes several unique features. *SAP* works with all Amigas with Workbench 1.3 or better, although 1Mb of RAM and a hard drive are recommended. When it was reviewed in *AF72*, *SAP* scored an impressive 81 per cent and was described by Nick Veitch as: "Possibly the most thorough virus protection system for your Amiga".

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Description	TV*Text Pro	
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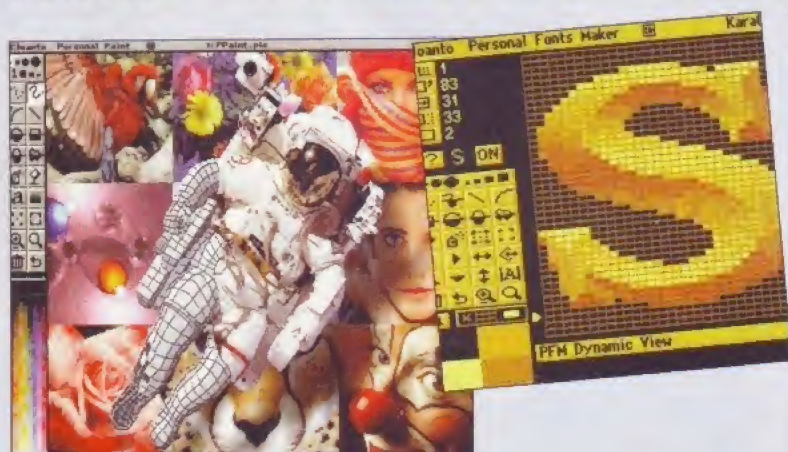
Turbotech Clock Cartridge



Your Amiga will always know what day it is with this handy device which sets the correct time and date. The *Turbotech Clock Cartridge* simply fits into the disk drive port (or on the back of your second drive). Comes complete with software. Save £2 off the recommended retail price.

Description	Turbotech Clock Cartridge	
Order code	AMFCLO	AF Price £17.99

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Take advantage of our very special AF mail order offer and get the truly excellent *Personal Paint*, plus the bitmap font editor, *Personal Fonts Maker*.
Personal Paint is a paint, image processing and animation program, and is an ideal graphics package for programmers and the more serious Amiga user.
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NEW!

Description	PPaint 6.3 & PFonts Maker 2		
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Music-X 2



This sequencer package, (85%, AF60), is one of the most ground-breaking releases since the original *Music-X* made such a huge impact back in 1989. *Music-X 2* is a full MIDI sequencing package for controlling synthesizers, drum machines and any other MIDI equipment, or you can use it with internal Amiga samples. The leading sequencer for the Amiga.

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Description	Music-X 2	EVEN LOWER PRICE
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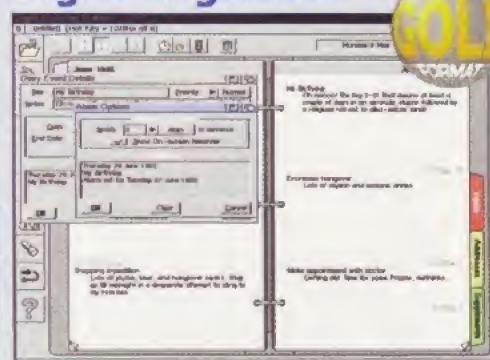
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NEW!

Description	Digita Organiser		
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Description	Helm		
Order code	AMF503	AF Price	£99.95

Aladdin



This Disney-inspired platform adventure not only looks great, but it also plays brilliantly and earned a glowing *Format Gold* award in AF66. And now *Aladdin* can be yours for £10 off the RRP. AF games editor Stephen Bradley was so enchanted by *Aladdin's* spell that he wrote: "It's just like being a real baggy-trousered sword-wielding little man in a cartoon in Khartoum. Or somewhere".
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Description	Aladdin		
Black code	AFAL	AF Price	£16.99

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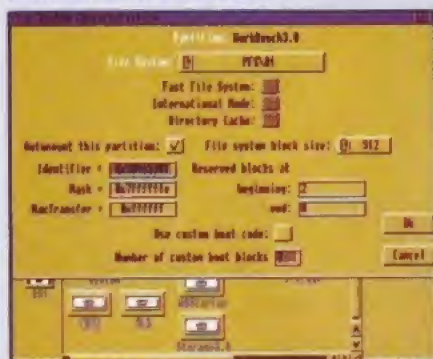


If you have a CD³² and an Amiga with *Communicator*, you can use your CD³² as a CD-ROM – and it brings many new features, including AGA Viewer (view CD pictures and animations in 16.7 million colours), Virtual CD (select which menu the CD boots with) and more. Comes with software and leads to connect to the serial port.

Communicator needs at least 1Mb Chip RAM and Kickstart 2 or 3.

Description	Communicator III		
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Ami-FileSafe

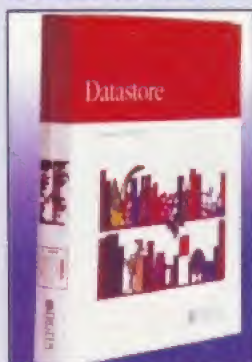


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NEW!

Description	Ami-FileSafe		
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Description	Datastore		
Order code	AFDAST	AF Price	£49.99

TechnoSound Turbo Pro



The latest version of this brilliant sampling software was reviewed in AF76. It's fast enough to produce samples at higher-than-CD quality and has more than enough features for most beginners. If you want to get into sampling, this is the one.

NEW!

Description	TechnoSound Turbo Pro (8-bit)		
Order code	AFTTP	AF Price	£29.99

Tiger Cub Manual



To get the most from your excellent *Tiger Cub* Coverdisk (AF66), we are offering the official 100-page manual from Dr T's Music Software for the special price of just £9.99.

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Description	Tiger Cub Manual		
Order code	AFTCM	AF Price	£9.99

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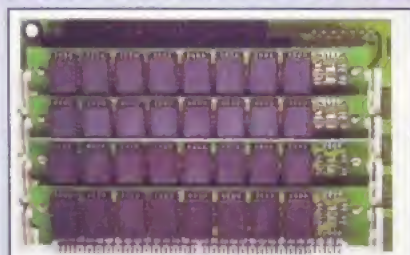
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Description	PageSetter 2: The Manual		
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A600 version shown

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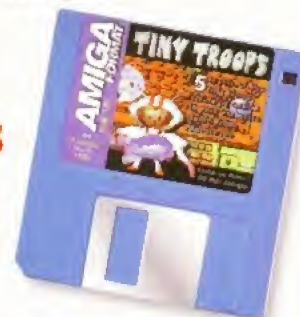


Real 3D Classic

The full *Real 3D Classic* package that will let you create some incredible rendered images on even a 1Mb Amiga.

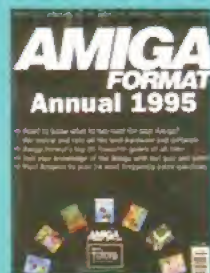
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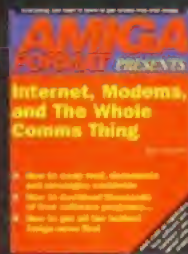
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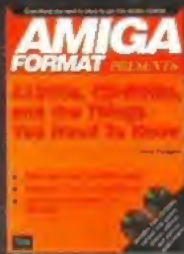
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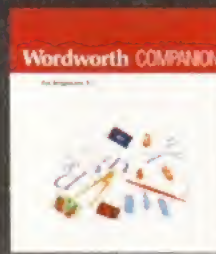
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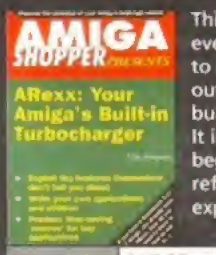
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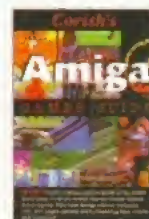
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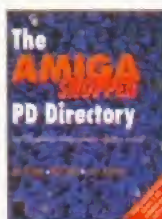
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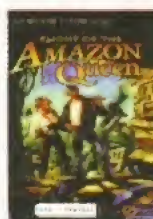
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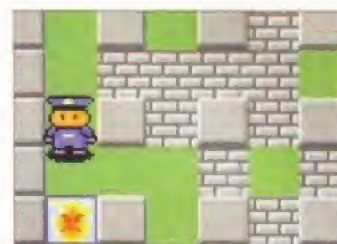
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Blitz Bombers

All you've got to do is bomb your way through to an opponent and blow the hell out of them.



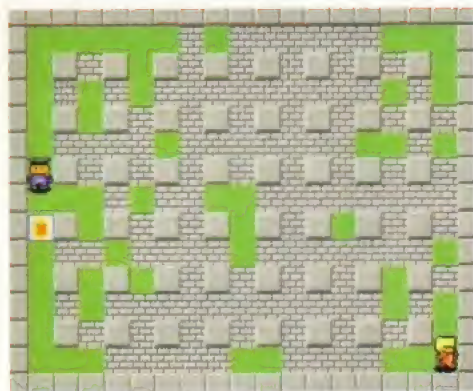
To avoid getting blown up in *Blitz Bombers*, hide around the corners where the bombs can't go.

Er, there's not much to say really. Get some mates round. Plug in a couple of joysticks and start the game. You must each press fire when the game gives you the choice of players in order to activate your player.

Then you'll find yourself in the middle of a cute-looking garden. All you've got to do is bomb your way through to an opponent and blow the hell out of them.

To place a bomb, press fire and then run away. The bombs have a timer of a few seconds before they blow. Be careful so that you don't stay in the path of the explosion, because you'll blow yourself up. To avoid this, hide round a corner - the bombs can't go round corners.

David Taylor introduces the four demos and games on offer on this month's stunning Coverdisk: *Blitz Bombers, Master Blaster, Blob Kombat* and *Thinkamania*.



We felt sorry for those of you who haven't got an AGA machine, so we tracked down *Master Blaster*.

When some of the blocks are blown up, you'll find that they reveal power-ups. Needless to say, grab them.

There are other weapons too and the game can be fully configured from the options screen. That's it, really, you'll pick the rest up as you go along.

Master Blaster

We felt sorry for those of you who haven't got an AGA machine and can't play the *Blitz Bombers* demo, so we tracked down this PD *Bomberman* game. The idea behind it is pretty similar to *Blitz Bombers*, although not as colourful, or as complex (if *Bomberman* can ever be called complex, that is!). This game will play on any 1Mb Amiga. It's a game for two players and is just a case of plugging your joysticks in and bombing away.

Blob Kombat

This game is another one for AGA owners. Two players take command of the cute blobs and chase each other around the screen across the platforms, trying to jump on each other's heads. Obviously, pounce on your opponent and they lose a life. There are doors on each side of the screen to allow you to jump to the other side.

There are also power-ups lying around, which give you different abilities – one of the best being the wings, because you can just fly over your opponent and drop on them. Notice also that the floor is a conveyor belt which makes it harder to navigate.

If you like the game, you can obtain the full game with more levels from the authors whose address is in the docs.

Thinkamania

Here's one to test your brain. It's a simple, but addictive game which gets you trying to match pairs of cards. You can play solo, or against an



Two players take command of the cute blobs, chase each other and try to jump on each other's heads.

opponent. All you have to do is remember where identical cards are and pair them up.

The graphics are colourful and the sounds will raise a chuckle or two. When you start the game, you'll be asked about the chosen screenmode – you can simply use the one that's selected, or change it if you have a suitable monitor. Remember that although this game isn't restricted, it is shareware – if you like it, send off to register to the authors named in the docs.

Snap Maps overleaf →



Thinkamania is a simple, but addictive game which gets you trying to match pairs of cards.

PLAYING THE GAMES

If you've got a WB1.3 machine, all you have to do is boot the disk and *Master Blaster* will load. If you have a Workbench 2 machine, there are more choices. You can play *Blitz Bombers* (if you have an A1200), *Master Blaster*, *Blob Kombat* (A1200) and *Thinkamania* (WB2.1+).

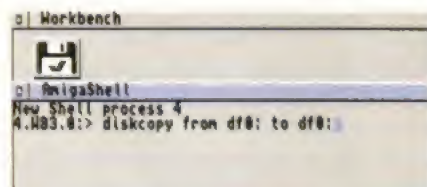
The first three can be selected by pressing 1, 2, or 3 at the menu and then <return>. *Thinkamania* (WB2.1+) can be loaded from Workbench. Boot Workbench first and then insert the game's disk, double-click on the *Thinkamania* directory and the game icon. *Blob Kombat* can also be loaded from Workbench if you have an A1200 and sufficient RAM. The docs for the games can be read from Workbench.

BACKING UP YOUR COVERDISK

Copying your Coverdisk is really very simple. Just follow the stages below...

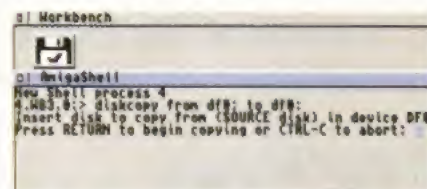


1 Boot up with your Workbench disk and find the Shell icon, in your system drawer. Double-click on this to go into the Shell.

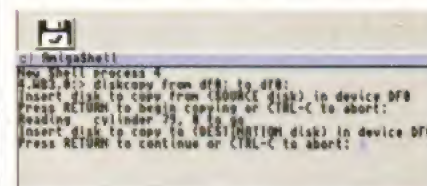


2 Type in the following line (with a zero, not the letter O), taking care to put the spaces in the correct places:

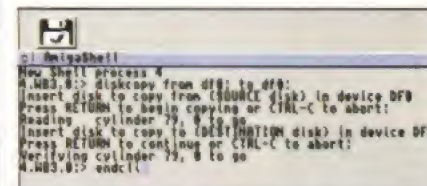
DISKCOPY FROM DF0: TO DF0:



3 When asked for the Source disk, insert your write-protected Coverdisk and press Return. All of the info on this disk will then be copied from the disk into memory.



4 Once your Amiga has read the info, it will ask for the Destination disk. Insert it and press Return. All information on this disk will be destroyed.



5 On an unexpanded machine, the Amiga may ask for the source disk again, because it copies in chunks. Finally, type *endcli* to close down the Shell.

DISK NOT WORKING?

We take every care to test the Coverdisk software, but Future Publishing cannot accept any responsibility for any damage occurring during its use. If your disk is faulty, send it back, including an SAE, for a free replacement to:

Amiga Format (insert name of disk)
Disk, DisCopy Labs Ltd, PO Box 21,
Daventry, NN11 5RT



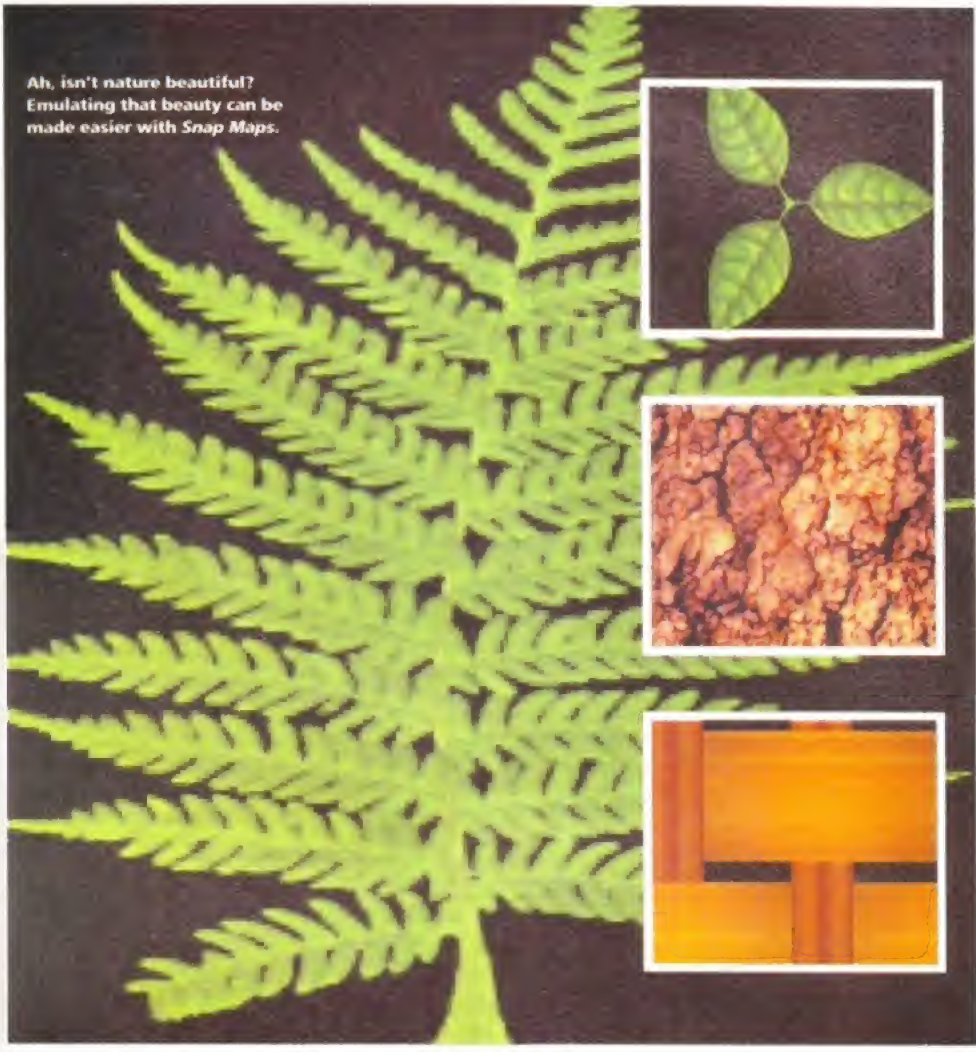
This month's disk contains six of the best from the *Snap Maps* collection. These essential additions to any 3D users tools are topped off with a guide to Workbench 3, a morphing program and a text editor. David Taylor introduces the throng.

Snap Maps

This month's disk contains six textures and bump maps with clipping paths taken from the *Snap Maps* collection, which is reviewed on page 108 in this issue. These can make producing convincing 3D images easier than ever before. Creating fern plants, wire fences, wicker slats and bark-covered trees is now possible.

On the Coverdisk itself, you'll find a directory named SnapMaps. Inside, there are two subdirectories - foliage and materials. These are picture files, so you should load them from an application - they are not executable items. These textures are for use in 3D programs. The six Snap Maps included are: bark, fern, threeleaves, chainlink, net and wicker. Some of them have different colour maps for different uses.

The colour maps and bump maps have been converted to JPEGs in order to fit them on to a single disk, so you do need to convert them back



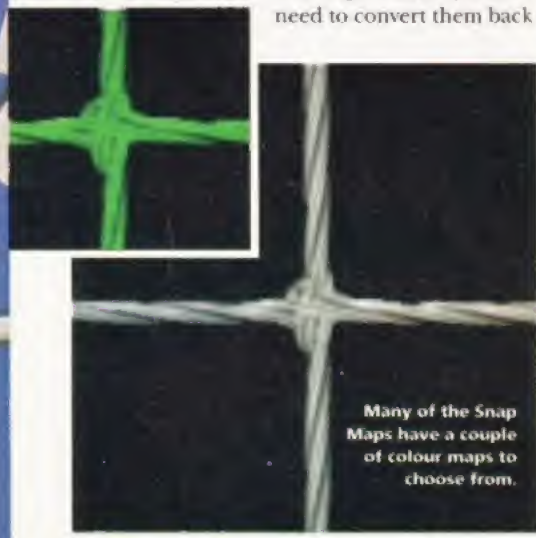
Ah, isn't nature beautiful? Emulating that beauty can be made easier with *Snap Maps*.

to IFFs using any suitable image processor, e.g. *ImageFX*. The colour files should be converted to 24-bit IFFs and the bump file can be converted to 256 greyscale for most packages. However, *Imagine* users should note that the .bump files need to be 24-bit as well for use with that package.

The .clip files, which are left in their original greyscale form on the disk, also need to be converted to 24-bit for use in *Imagine*.

There is an icon within the SnapMaps directory that will temporarily assign Snap Maps for you. If you want to install them to hard drive, drag the entire directory across to your hard drive. Should you want to make a permanent assign, add one to your user-startup.

Using the Snap Maps is easy enough and doesn't require any real explanation, except for *Imagine* users. When you want to apply one, load the detail editor and select attributes from the



Many of the Snap Maps have a couple of colour maps to choose from.



This example scene shows the realism that can be achieved and gives you a chance to examine how the Snap Maps can be used.

Snap Maps

menus. Load the colour file and adjust it as you want. Then, save the attribute and re-load it.

It's only when you start using these tools that you discover how powerful they are. There has been no other collection like it.

Snap Maps can save you masses of time and still help you create a picture that you'd have previously thought impossible.

Remember that the original Snap Maps are supplied as 24-bit images, so they are even better quality than the ones included here. For more information about the other Snap Maps available and how to get them, see page 108.

Absolute Beginners' Guide to Workbench 3

(Workbench 3+)

With new Amigas selling, we thought it was an ideal time to help out newcomers and those who have never got to grips with their Workbench. This guide from F1 Licenceware is an interactive introduction to the basics of your Amiga and how to use the Workbench. It is designed specifically for Workbench 3 users and guides you through the menus and features of Workbench through text and pictures.

It is best for you to install the disk to floppy and then simply boot the floppy. However, we have left it so that it can be installed directly to a hard drive. If you do this, you need to make sure you have copies of the libraries that are included in your Libs: directory.

You may also find problems displaying the pictures. If you are a beginner wanting this tutorial, install the first disk to a floppy - it will

save you all this hassle. There are now further volumes in this series of tutorials available from F1 Licenceware.

For more information, call 01392 493580.

Minimorph (Workbench 1.3+)

Morphing and warping pictures can produce some excellent results. This is a small morphing program that can be used on any Workbench. You must install the libraries that are included with the package. The more RAM you have, the better, but if you've not got much, then stick to a low screen resolution.

Included in this package are three pictures for you to try out. You can use any of your own too, but they must be greyscale. *Minimorph* can deal with up to 256 greyscale.

When you've loaded a picture, you will see a grid laid over the top. You can adjust the number of squares in the grid if you want to do a more detailed warp. The menus can be brought up using the function keys, F1-F4. To get rid of the menu, press the function key again. Adjust the grid by dragging the points where the lines cross to a different position.

When you render the animation, *Minimorph* will then move the point that was originally under the cross to the new point and thus generate the warp. The animations are quite impressive and amusing. Morphing friends' heads is a fine pastime.

One word of warning, if you want to save the animations that you render, don't set the destination directory to RAM:, because *Minimorph* uses so much of this that you will cause the program to crash. Simply direct the saving to a disk. The frames are IFF images that you can

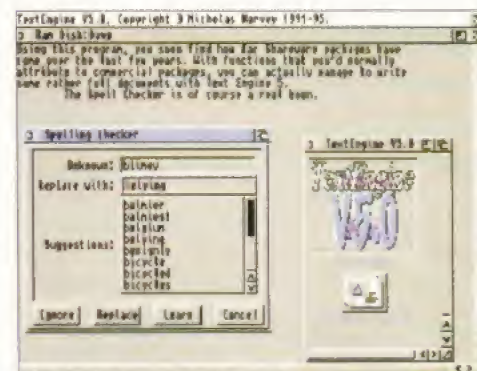
view in paint packages, or string together as an anim file in a package like *DPaint*.

Text Engine 5 (Workbench 2+)

This is a text editor that only this month scored a massive 87 per cent in the word processing round-up in *Amiga Shopper*. They said of it: "Overall, *Text Engine* is very close to being what I would call the perfect, budget-priced, text-based word processor". High commendation, indeed.

Using this program is easy. Just load it up and start typing. There is a full spell-checker available. To use this, first load the dictionary and then spell-check the document. If any incorrect words are found, you'll be offered choices and if you didn't make any errors, you'll be returned direct to typing mode.

You can save your documents to any disk, although you'll probably need a separate disk, because the one that contains *Text Engine 5* is pretty full. Please note that although this program is not crippled in any way, it is still shareware. The author is only asking a registration fee of £5, so please register.



Using *Text Engine 5* is easy. Just load it up and start typing. There is also a full spell-checker available.

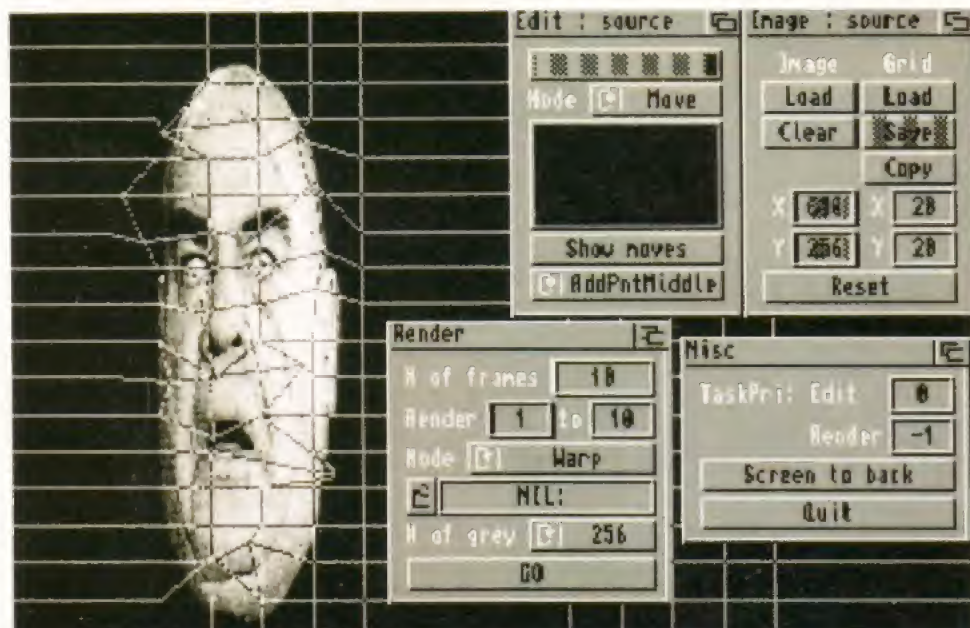
INSTALLING THE DISKS

In order to fit so much on, we've archived some of the programs. As you can see from the *Snap Maps* part, they are stored as JPEGs on the Coverdisk itself, so you can access them directly. The other programs need to be de-archived, but don't fret, it's simplicity itself. Simply boot the Coverdisk by putting the disk in your disk drive and turning the computer on.

WB 1.3 users will have the *Minimorph* disk installed directly to a floppy. WB 2+ users can either install to floppy or hard drive. When asked which, type f or h followed by <return>.

If you install to floppy, it is automatic. If you install to hard drive, you'll be asked to enter the pathname.

We strongly recommend that you don't install to the root directory, e.g. Work:, but to a particular directory, e.g. Work:test/.



Minimorph can be used on any Workbench. When you've loaded a picture, you will see a grid laid over the top. You can adjust the number of squares in the grid if you want to do a more detailed warp.

AMIGA FORMAT COVERDISKS

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0191 584 0682
OR WRITE TO
DISCOPY LABS, PO BOX 21,
DAVENTRY NN11 5RT



EXTRA!

Your Coverdisk should be working fine, but if it's not, these hints, tips and corrections should sort out the problem quickly and easily.

BARS&PIPES (AF71)

Many readers have had memory problems when trying to run *Bars&Pipes*, or access the *Bars&Pipes* tool AmigaPhone.



compliment the *Bars & Pipes* Coverdisk. For further information please contact Emerald Creative Technology (0181 715 8866).

To increase the memory, disable Workbench utilities that are running in the background, disable external disk drives and use Workbench Preferences to change screen mode to the lowest resolution and least colours possible. *Bars&Pipes* should now load. Once running, use *B&P's* Preferences menus to switch on all the memory savers.

When you try to load the song Brandenburg Demo, the Amiga asks you to insert Volume Internal Sounds Kit 1. It's an instruments disk not included on the Coverdisk.

Instead, make a copy of your *AF71A* Coverdisk, rename it Internal Sounds Kit 1 and put it in the drive. Brandenburg will find some of the sounds that it needs in the instruments drawer on this disk, but not all.

Instruments whose sounds can't be loaded, can be fixed by clicking on the AmigaPhone icon at the end of their pipe and choosing a sample from the *AF71A* instruments drawer.

A set of manuals is now available to

SENSIBLE GOLF (AF73)

If you are using a 1Mb machine and have an external disk drive, you will have found that the intro and title load fine, but the game itself fails.



Switch off and disconnect the external drive which is taking up memory that *Sensible Golf* needs. When playing, if it seems that you have control of the game and can do everything except actually strike the ball, your joystick is in the wrong port.

TECHNOSOUND TURBO 2 (AF73)

To use the fun-time effects, as well as some other *Technosound* functions, it is necessary to have an external sampling cartridge connected. If you do have a sampler, but find that it doesn't work properly with the software, try gradually reducing the program's sample rate setting.



TRANSITION (AF74)

If *Transition's* main screen flickers, it doesn't mean that your Coverdisk is faulty. The programmers have chosen to use a high resolution screen for *Transition's* interface. Owners of a suitable multiscan or VGA monitor can configure Preferences so that the flicker is eliminated.



INFONEXUS/DATANEXUS (AF76)

Apologies to readers who are still using Kickstart 1.2 since the programs will not work with your machine. Optonica are running a special offer on the full version of the software exclusively for *AF* readers. To find out more, contact them on 01455 558282.



REAL 3D (AF77)

If you find that the program will load fine from floppy but fails to load from your hard drive it is possible that the MaxTransferRate of your hard disk is set too high. To remedy this you will have to refer to the documentation that came with your particular hard drive.



Info Nexus update

Please hurry up and send me a copy of *InfoNexus 2* at the jolly reasonable price of £24.99. I have made my cheque payable to Optonica Ltd. and understand that the postal system isn't perfect, so I may have to wait a bit before it arrives

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Post Code

Send your order to:
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High St., Lutterworth, Leics.
LE17 4BA or order by phone on
01455 558282. Trade enquiries welcome.**

Two months ago we gave you the excellent demo versions on *InfoNexus 2* and *DataNexus*, but we completely forgot to tell you that Optonica have some great deals on the full versions of this software especially for *Amiga Format* readers.

The special offer price for the *InfoNexus 2* bundle is £24.99, inclusive of p&p for UK residents (add £2 for overseas orders). If you're still unconvinced, why don't you read the review in *AF77*?

DFO: WITH A ZERO

Please remember that you must type "dfo:" with a zero, not a letter "O". I wish I had 2K extra memory in my Amiga for every reader who has called to ask me why they get a "Please Insert Volume DFO in any drive" request when following the instructions in the magazine! Numerous difficulties that you are encountering when decompressing Coverdisk programs can be traced to the way that you have formatted your blank disks.

For example, if the Directory Caching option has been used, programs like *Magr Storybook* will decompress, but generate lots of checksum errors. Other archives fail completely with an "error code 10."

This seems to indicate a bug in LZX. The same thing happens when decompressing the *Real 3D* Coverdisk.

POWER CD-ROM



power cd-rom

The Power CD-ROM for the Amiga 600/1200 plugs directly into the PCMCIA port and provides a direct SCSI-I and SCSI-II interface, allowing up to six additional devices to be connected. What's more the Power CD-ROM features a 'Hot-plug' which allows you to connect and disconnect the CD-ROM and any other additional devices even when the Amiga is switched on.

The CD-ROM drive comes with a SCSI interface, PSU, manual, audio lead, mains lead and software which includes Audio CD, CD32 Emulator, MPEG Film Decoder and Photo CD.

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AMIGA 4000

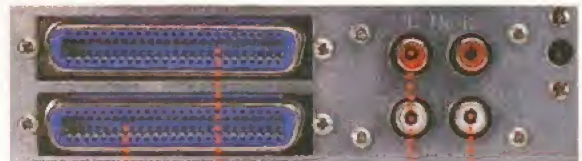
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SCSI INTERFACE REQUIRED FOR A4000 *DUAL SPEED CD-ROM CASING DIFFERS FROM ONE SHOWN

The Multi-Vision portable CD-ROM player is available **exclusively** from Power Computing. The player plugs directly into the Amiga 1200 PCMCIA port via the award winning 'Squirrel' interface. This double-speed CD-ROM has a transfer rate of 180ms, is multi-session and Photo CD compatible. Power comes from batteries for portable use or as a desktop CD-ROM using the PSU supplied. It can be used in the same way for listening to audio CD's through the 25watt stereo speakers or as a portable CD player using the headphones included. The total pack includes the player, award winning Squirrel interface, power supply unit, strong carrying case to protect the CD-ROM when on the move, stereo headphones and two 25-watt speakers with a built-in volume control.

specifications

- Double Speed CD-ROM
- 180ms Transfer Rate
- Multi-Session
- Photo-CD Compatible
- 25-watt Stereo Speakers
- Stereo Headphones
- Carrying Case
- Squirrel Interface
- Power Supply Unit
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CD's pictured are not included



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630Mb10ms£169.99	540Mb£229.99	ASK FOR QUANTITY PRICES
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420Mb12ms£124.99	Only£369.99	Tandem Controller£49.99
540Mb12ms£139.99	Coated 720DPI paper (200 sheets)£22.99	CDROM DRIVES
1GIG10ms£259.99		VISAGE CDROM
3.5" SCSI-2	STUDIO 2 - PRINTER S/W	External SCSI CDROM for the A1200. Plugs into the PCMCIA port. Fast 300Kb/Sec transfer rate. Connect up to six other SCSI peripherals.
270Mb12ms£149.99	Professional print studio for the Amiga. Enhance the output of your printer inc. 720DPI on Epson Stylus Colour.	Dual Speed£179.99
540Mb12ms£179.99	Only£49.99	Quad Speed (600Kb)£239.99
850Mb10ms£219.99	MODEMS	the above includes Squirrel. A4000 version, as above but without PCMCIA interface (Dual Speed)£149.99
1GIG10ms£349.99	14,400 EXTERNAL	CDROM DRIVES
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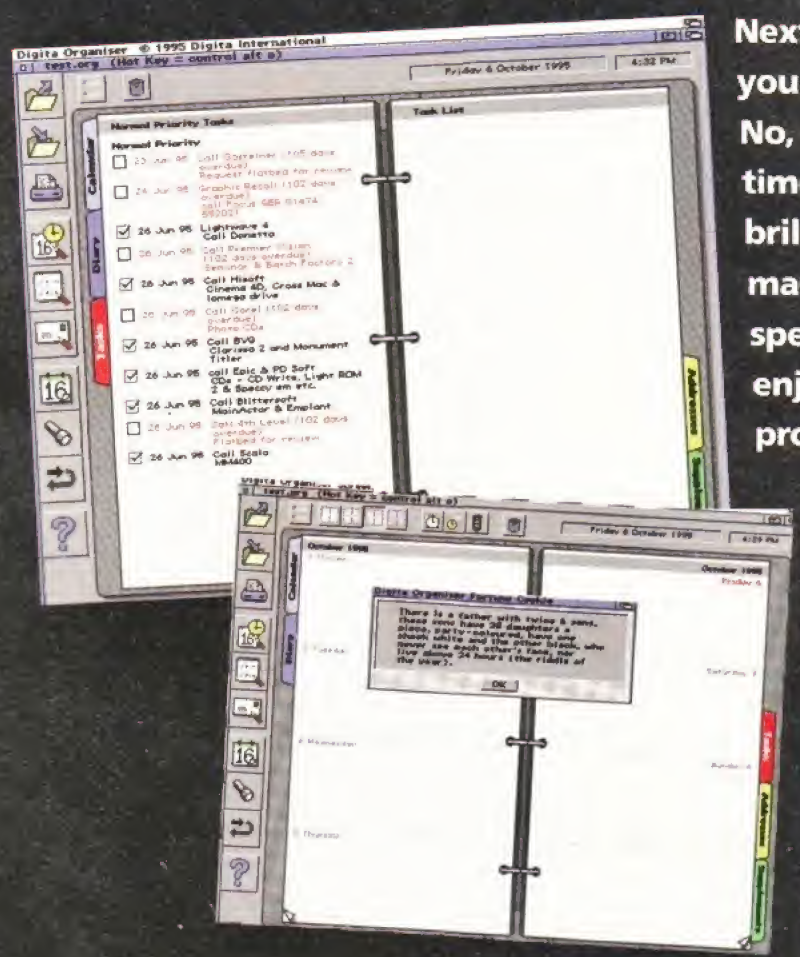
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AMIGA FORMAT FORUM

Dale Bradford is your host for the page that gets the industry talking.



I won't give anything away about this month's Forum, but you lot seem to have a definite fetish for small, furry creatures. Say no more.

Welcome to Format Forum, the page where we give AF readers a question to ponder over, answer and then win a completely excellent AF sweatshirt for their trouble. Last time we mentioned the much-touted 'interactive movies' and asked what 'real life' movie you would like to see re-made for the computer screen for you to star in. And this is what you said:

"Bambi," according to regular correspondent Nick Donnell of Ely, who will soon have an AF sweatshirt for every day of the week. "That old classic tear jerker could be brought right up-to-date with the latest motion capture techniques. I can see it now - lots of stay-happy animals frolicking around the jungle, having fun. If only I could get that deer-suit on..." Hmm, I'm not totally convinced that Nick is being serious here. Or healthy.

Penny Tulla suggested delightfully "a shoot-'em-up version of *101 Dalmatian*, which, if successful, could spawn a whole new genre of animal-related anarchy, including a *Doom*-clone of *Watership Down*".

What is it with AF readers and small, furry creatures? Penny also mentioned *Labrador Apocalypse*, *Parrot Fodder* and *Turtle Carnage*... Watch out, Penny, the RSPCA are on your heels.

"High action Sci-Fis, such as *Star Wars* and *Aliens*," says Gareth Llewellyn of Borth in Dyfed. "We already have these in the form of *Alien Breed 3D* and *Dark Forces* (on the PC), but I'd like to see versions with more of a story to them, rather than running around a *Doom*-clone shooting things.

I want something that really gives the impression of the tension and excitement that exist in the actual films. And something that doesn't have such a linear story-line - how about being able to twist the events of the game according to your previous actions. I know this would make for huge games, but, hey, that's what CD-ROMs are there for..."

Liz Tucker of Portslade would like to see: "Any of the James Bond films. I could then alter the program set-up so Bond could be played by a woman and all the women he usually ends up in bed with would be men". For maximum pleasure, please purchase the 'virtual underwear' add-on, new from Amiga Technologies - only £699. Hmm, yes...

Finally, I must give space to Joe Santos of London who recommended *The Italian Job*, with the player being the part Michael Caine plays. Joe thinks it could be: "The perfect multi-discipline game. A bit of beat-'em-up for the

For next month, can I ask AF readers to consider the following: "If there was to be a special 10th anniversary TV documentary of the Amiga decade, who would be the best person to present it?"

Please send us your suggestions, silly or serious, and the best ones will win a spanking... I'm sorry, that should read a spankingly good AF sweatshirt. Please post your ideas to:

Format Forum, Amiga Format,
30 Monmouth St., Bath BA1 2BW.
Or fax me at: 01633 896087.

If only I could get that deer-suit on...

smash-and-grab; *Monkey Island*-style banter for dealing with the mafia; a touch of *Stunt Car Racer* for the get-away in the Minis; a *Doom* look-alike for dealing with the Turin traffic computer; some form of stamina management for the hotel gymnastics; but most of all something to avoid that unsatisfactory ending (where the coach is balanced on the edge of a cliff)".

Joe very thoughtfully cast the entire film for us too, although I can't really see Brian Clough and Oliver Reed as get-away drivers.

If you've never seen the film and it crops up on TV some time, try to catch it - it's completely brilliant in a camp 1960s sort of way. And the excellent

I'd quite fancy a stint as George Bailey in "It's a wonderful life".

driving sequences have never been bettered on celluloid.

As for me, given the choice, I'd quite fancy a stint as George Bailey in *It's a Wonderful Life*, as long as it wasn't a poxy adventure. Or maybe one of those great WWII action films, like *The Battle of Britain*. And maybe 21st Century might like to consider licensing that cult classic *The Pinball Murders*.

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- Amiga Format is available for vital enquiries by phone every Tuesday between 10.30am and 5pm.
- Our advertising complaints department can be reached by calling Sophie Collins on 01225 442244, or E-mail: mops@futurenet.co.uk.

WORKBENCH: We'll only answer technical problems in the mag.

Workbench, Amiga Format,
30 Monmouth Street, Bath BA1 2BW.

GAMEBUSTERS: If you've found a cheat mode, or found the passwords for a game, send them to Steve McGill and you could win a prize. If you're stuck, ask Helping Hand for advice. Steve McGill, GameBusters, Amiga Format, 30 Monmouth Street, Bath BA1 2BW.

READERS' LETTERS: The letters pages are there for you to air your views. Remember not to ask questions that should be in Workbench! Letters to The Editor, Amiga Format, 30 Monmouth St, Bath BA1 2BW.

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Order from chaos

We talked to Amiga Technologies in the UK and abroad to discuss their plans for the future and assess just what they have done to restore the Amiga's fortunes p19

Alien Breed 3D

The Doom-clone which can truly claim to be a Doom-beater. Find out why this is true inside



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